PRIMA'S OFFICIAL STRATEGY GUIDE

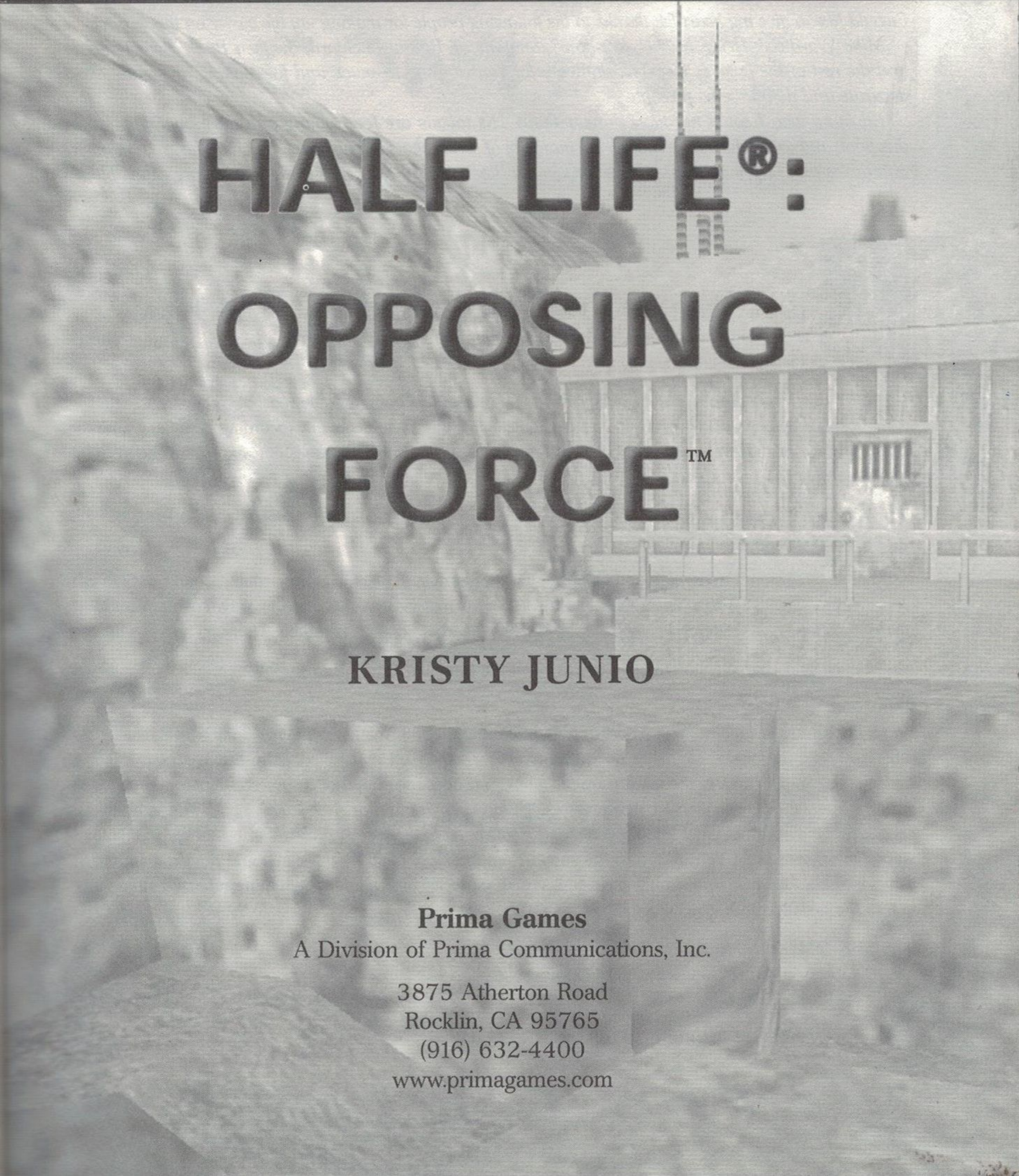
HALF-LIFE®
OPPOSING FORCE™

INSIDER STATS, TIPS, AND STRATEGIES!

PRIMA® GAMES
SIERRA STUDIOS
gearbox software™
VALVE

Kristy Junio

PRIMA'S OFFICIAL STRATEGY GUIDE



HALF LIFE®: OPPOSING FORCE™

KRISTY JUNIO

Prima Games
A Division of Prima Communications, Inc.

3875 Atherton Road
Rocklin, CA 95765
(916) 632-4400
www.primagames.com

I would like to give my heart felt thanks to the following people for making my life easier on this project:

Mike Wardwell, Brian Martel, Landon Montgomery, Randy Pitchford, Stephen Bahl, Steve Jones and the rest of the guys at Gearbox Software for contributing so much and for making this guide as accurate and definitive as possible.

Eli Luna who I could not have done without. His talents are far ranging and were invaluable to this book and to me. He not only took the majority of screenshots but also created all of the great maps and tables that help make our explorations in the Black Mesa Research Facility much more enjoyable.

The Prima Games logo is a trademark of Prima Communications, Inc. Prima Publishing® is a registered trademark of Prima Communications, Inc. registered in the U.S. Patent and Trademark Office.

© 1999 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editor: Michael Littlefield
Product Manager: Jennifer Crotteau

Half-Life is a registered trademark and Opposing Force, Sierra, and Sierra Studios are trademarks of Sierra On-Line, Inc. © 1998-1999 Sierra On-Line, Inc. All rights reserved. Valve and the Valve logo are trademarks of Valve LLC. Trademarks for Gearbox and the Gearbox logo are pending.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-2590-4
Library of Congress Catalog Card Number: 99-67114
Printed in the United States of America

99 00 01 02 BB 10 9 8 7 6 5 4 3 2 1

CONTENTS

CHAPTER 1: BASIC TRAINING

How to Use This Book 2

CHAPTER 2: FIRST MISSION WALKTHROUGH

Reporting for Duty 12
Welcome to Black Mesa 13
Introducing the Enemy 15
Unlikely Ally 15
Arming Yourself 16
Getting on with the Mission 16
We Are Pulling Out 30

CHAPTER 3: SECOND MISSION WALKTHROUGH

Missing in Action 38
Friendly Fire 54
We Are Not Alone 67

CHAPTER 4: THIRD MISSION WALKTHROUGH

Crush Depth 72
Vicarious Reality 79
Pit Worm 90

CHAPTER 5: FOURTH MISSION WALKTHROUGH

Foxtrot Uniform 98
The Package 110
Worlds Collide 117

CHAPTER 6: MULTIPLAYER

Weapon Use 128
All-Star Maps 130

CHAPTER 7: NON-PLAYER CHARACTERS

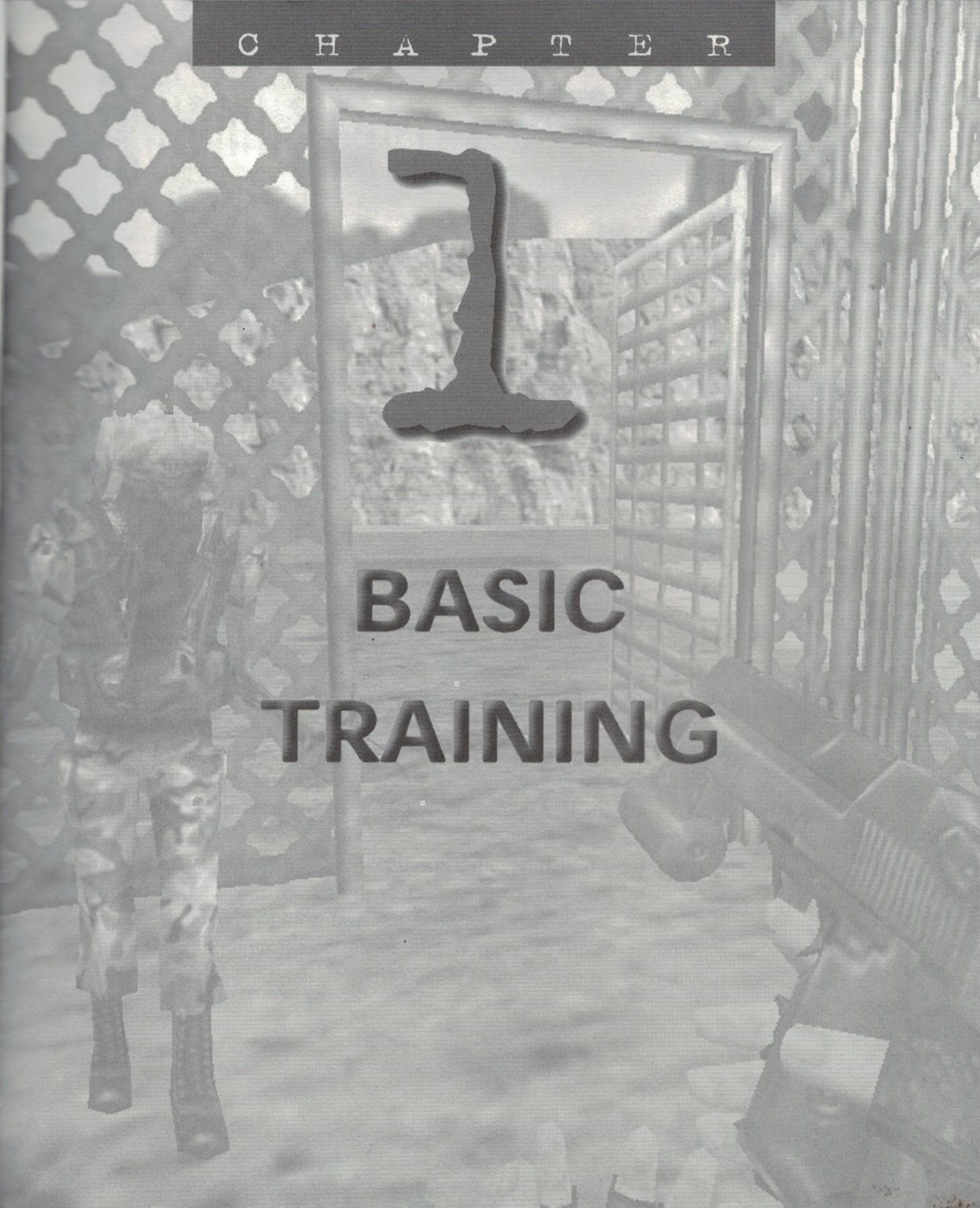
Otis 140
Clean Suit Scientist 141
Soldiers 142

CHAPTER 8: ENEMY CREATURES

Aliens 148
Human Enemies 154

CHAPTER 9: WEAPONS AND ITEMS

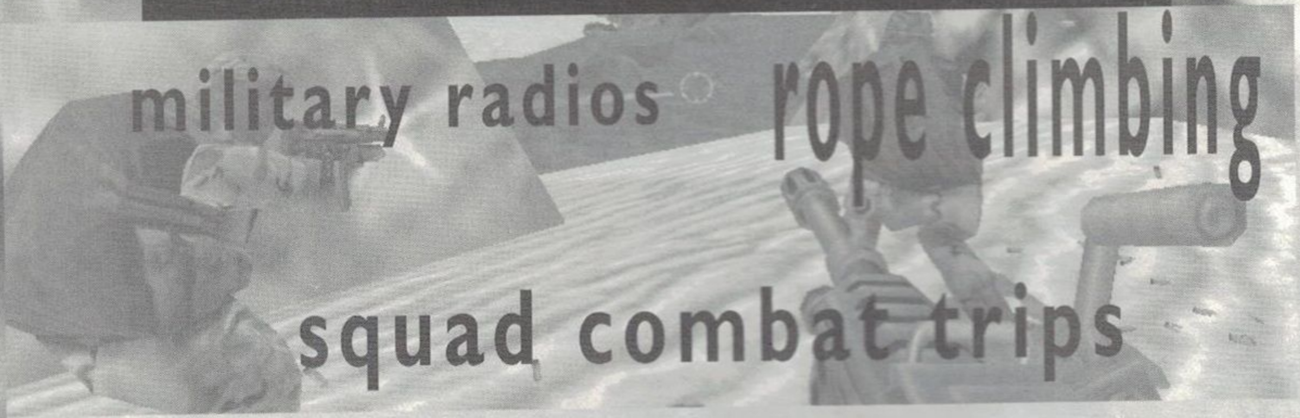
Items 156
New Weapons 157
Ammunition 163



CHAPTER

1

BASIC TRAINING



HOW TO USE THIS BOOK

This strategy guide offers you the most comprehensive companion piece available for *Half-Life: Opposing Force*. It includes many resources, including maps, screenshots, walkthroughs, tables, charts, and lists designed to make your gameplay experience not only more enjoyable, but also more complete.

However, quite a bit of the fun in *Opposing Force* comes from discovering what challenges the Black Mesa Research Facility presents as they happen in the game. The text in this guide can't recreate the immersion and fear you can experience in the game, but it is a helpful tool on your adventure through *Half-Life: Opposing Force*.

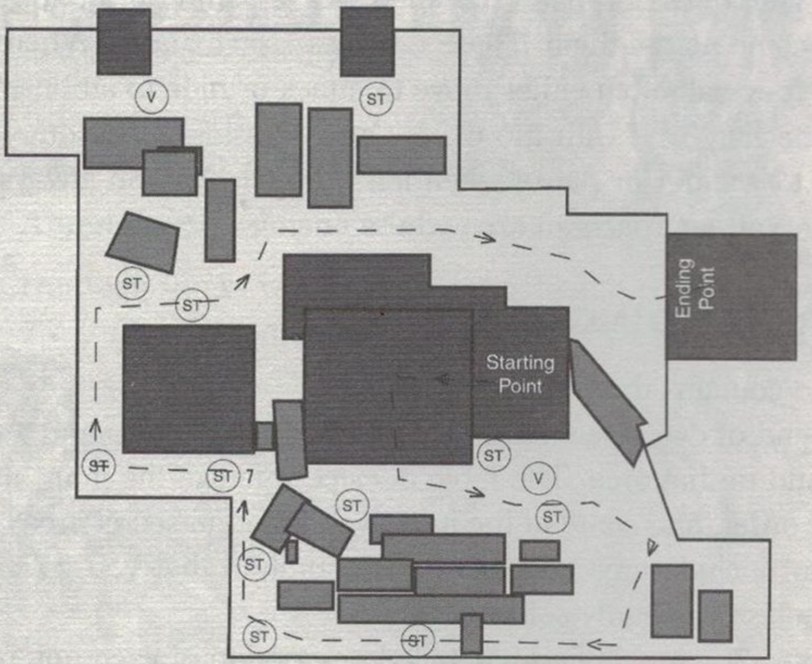
You should realize that you won't reap all of the rewards from successfully completing the game unless you actually tackle the challenges yourself. This guide will help you do this–and help make your mission more fun.

If you have difficulty with a specific area of the game, try looking at the map of that area or a few screenshots from that section before reading the step-by-step walkthrough. If you want to know more about a specific creature or weapon, look in the back chapters for information derived from the actual game code.

If you want insider strategies for each individual All-Star multiplayer map you use to compete with your friends, turn to the Multiplayer section in Chapter Six. We strive to provide a reference for every little morsel the game has to offer. So fire up the game, and read on.

READING MAPS

The maps will help lead you through the more difficult areas of the game and alert you to any and all enemies in the area. Most maps outline the easiest path with a broken line and arrows leading you in the right direction. If you only follow the paths shown, you will probably miss some interesting secrets, but you can still advance the mission. Don't hesitate to explore your surroundings.



Each map contains notations to indicate items and creatures. Circles with letters inside them represent enemies. A key accompanies every group of maps, but for reference, you can read the letters and the enemies they represent in the following list.

■ HC	Headcrab
■ ST	Shock Trooper
■ V	Voltigore
■ BV	Baby Voltigore
■ S	Snark
■ T	Tentacle
■ PD	Pit Drone
■ BO	Black Ops Assassin
■ SV	Slave Vortigaunt
■ HCZ	Headcrab Zombie
■ HE	Houndeye
■ BS	Bullsquid

You'll find the circles on the maps in the places where the enemies start out. That does not mean that they will remain in those locations until you come across them. These enemies aren't stupid. When they hear you, they will often either move to attack or hide to ambush you. This is especially true with the Black Ops Assassins. Also, some creatures like to wander or patrol when left on their own. So always stay alert when you approach an area where enemies prowl.

UNDERSTANDING TABLES

.357
SAW ammo
Sniper ammo
Health x 7
Rockets x 2
Displacer x 2
Spores
Satchel
Combat Rifle

This guide contains three different tables.

At the end of every section, a table lists all of the items and ammunition found in that area. The table doesn't organize the items in any particular order, and some of the items you'll find in secret areas. This list will not include any weapons or ammunition that you collect off dead enemies or friendly soldiers.

In chapter 7, you will find a detailed description of each non-player character, along with a picture and a table. Chapter 8 will provide the same information for each type of monster. In these tables, you will find information on how many health points each character or monster possesses. In addition, you can learn the number of damage points each character does against an opponent for various attacks. Some of these numbers vary depending on which skill level you play.

PIT DRONE

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	40	40	110
Bite Attack	15	25	25
Whip Attack	25	35	135
Spit Attack	10	10	15

We tell you about weapons in chapter 9. With the description of each item will run a table with six pieces of information. For some objects, not all six apply, in which case you will see N/A. Here are the six subjects addressed in the weapons tables:

- **Location** tells you the section where you can find that item. For more detail, you can look in the walkthrough for the given section and learn exactly where to find the weapon.
- **Alternate Fire** lets you know whether the weapon has a second use. To use an alternate fire attack, press the alternative fire key.
- **Ammunition** tells you what kind of ammo the gun takes.
- **Damage** shows you the amount of health points each shot takes away from an opponent. That number applies when *you* have the weapon, not a non-player character.
- **Capacity** represents the amount of ammo a weapon can hold.
- **Max Carry** denotes how much ammo you can carry on your person at one time.

DESERT EAGLE

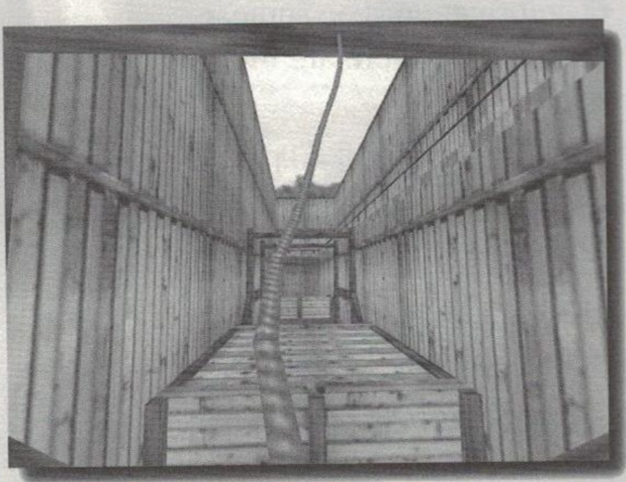
■ Location:	Welcome to Black Mesa
■ Alternate Fire:	Laser Sight
■ Ammunition:	.357 Caliber
■ Damage:	34
■ Capacity:	7 Shots Per Clip
■ Max Carry:	36

GENERAL *OPFOR* SKILLS AND STRATEGIES

ROPE CLIMBING

Climbing ropes works very much like climbing ladders. Approach the rope, and when you get close enough, you can just climb it.

To disengage from the rope, jump off or slide off the bottom. If you want to use the rope to jump to another rope or to get across a ravine, you should probably not slide off the bottom. Face in the direction you want to go, then jump.



To climb up and down the rope, look in the direction you want to go, either up or down, and move forward. Moving backward causes you to move in the direction opposite to the one you face.

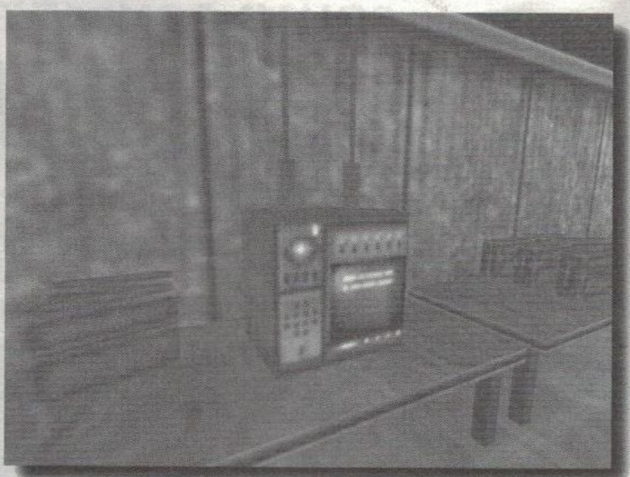
You can swing on the rope to travel a greater distance when you dismount. The lower you hang on the rope, the more momentum you can build with your swing, which means the further you can jump. To swing, look forward, then move forward and back, just like you would on a real swing. If you strafe left and right, then you will swing left to right.

You can use the ground as momentum without swinging if you make a running jump onto the rope. Most of the rope climbing you will do won't involve a time limit or any immediate combat, so take your time and you will succeed and get it right.

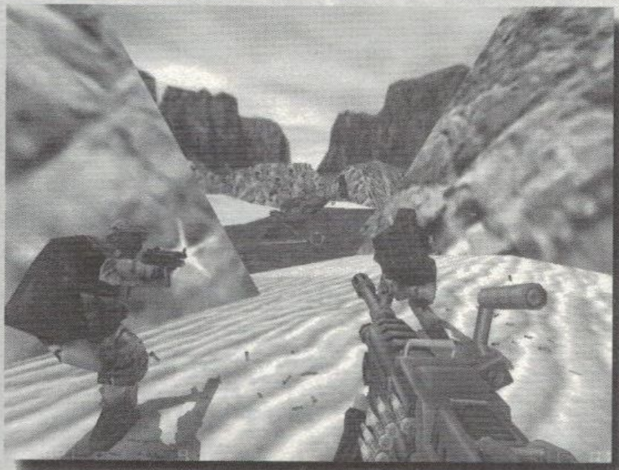
MILITARY RADIOS

Throughout this mission, you will come across several abandoned military radios. Whenever you find one, you should always try to use it to make contact with other soldiers. You will often receive

important information that gives you some idea of what awaits you ahead. Most radio messages are optional, but in some missions, you must use the radio to meet your objectives.

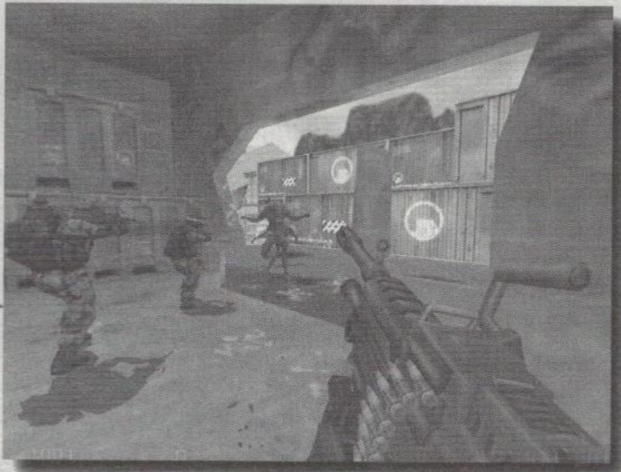


EFFECTIVE SQUAD COMBAT



You'll find controlling your squad effectively one of the most important tasks in the field. Each soldier has his own assignment, and it is your duty to make sure they remain faithful to their jobs. For example, the Medic knows how to fight, but you usually want to keep him out of battle and let him heal the wounded when the fighting is over. The same goes for the Torch Engineer. He, too, should stay out of combat most of the time.

If your squad is taking a major beating and you need all your soldiers to fight, then you should give the order for the Medic and the Engineer to pull out their pistols and join the fray. You must learn how to make such decisions wisely.

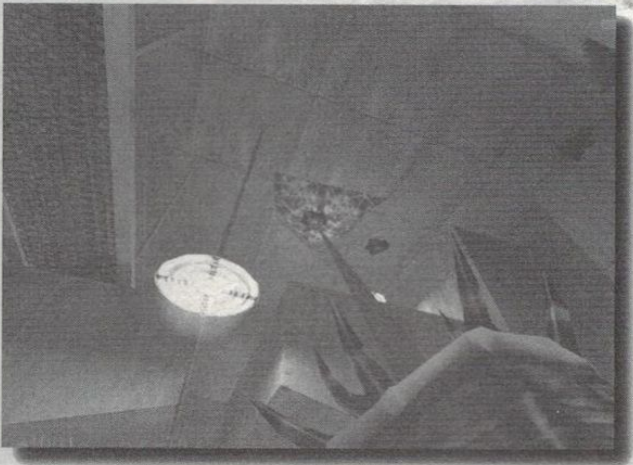


SQUAD COMBAT TIPS

- Always keep clear of friendly fire. Good soldiers check their line of sight before firing to make sure no friendly squad members block their shot. But once the shooting starts, combat soldiers may find it difficult to take their fingers off the trigger.
- Never put the Medic on point. Your Medic serves as your lifeline. Order him to stay safely behind the front lines and protect him during an ambush.
- Always plan a retreat strategy. If the fight goes well, great. If not, you'll need an open escape route and a rally point where you can regroup your squad and have the Medic tend to the wounded.
- Never leave a critical special soldier alone. If you need to keep a Torch Engineer alive in order to cut through a sealed door, make sure you know the soldier's position at all times.
- Always position stronger soldiers on the front lines. If you have a SAW with your group, place him where he can most effectively attack and defend your squad.
- Never run far ahead of your squad. If you don't advance as a unit, you risk separating yourself from your squad and losing the advantage of numbers in battle.
- Always keep moving. Crafty enemies will eventually figure out how to kill you and your squad in a fortified position. They often employ grenades or worse to knock out your defenses.
- Never underestimate your opponents. Weak opponents can use superior numbers or strategy to overpower stronger ones. Some of the aliens that appear at the Black Mesa Research Facility have secret moves which they'll employ when you least expect it.
- Remember that friendly soldiers carry extra ammunition. As long as you keep your squad alive, they will have unlimited rounds to fire at your foes. If friendly soldiers die, you only get the clip from their weapon.

- Never give up on your team. If one approach to the combat situation doesn't work out, you have the luxury of going back to try it again. With practice and planning, you can find a way to effectively use your squad to take care of most of the threats for you.

BARNACLE USE

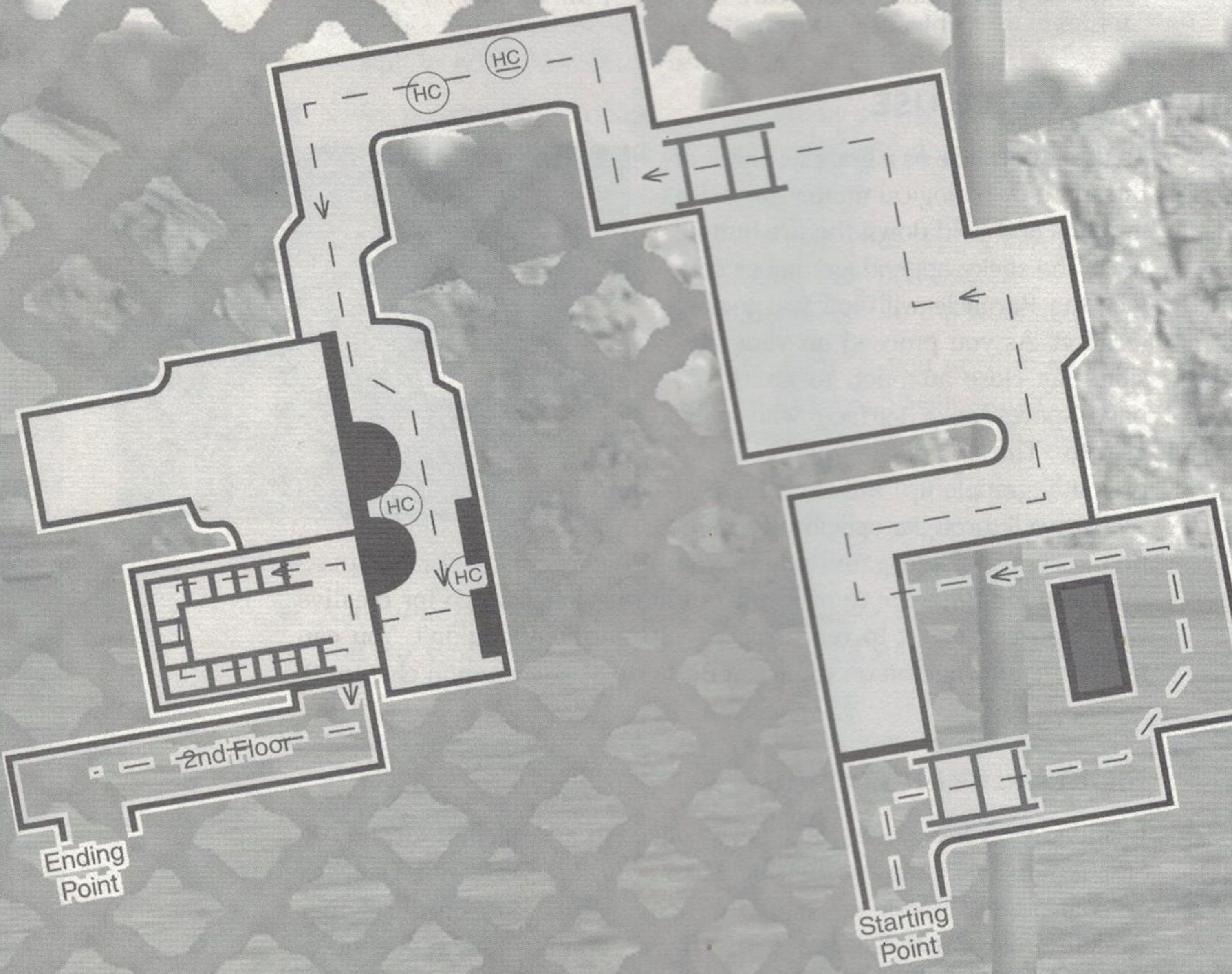


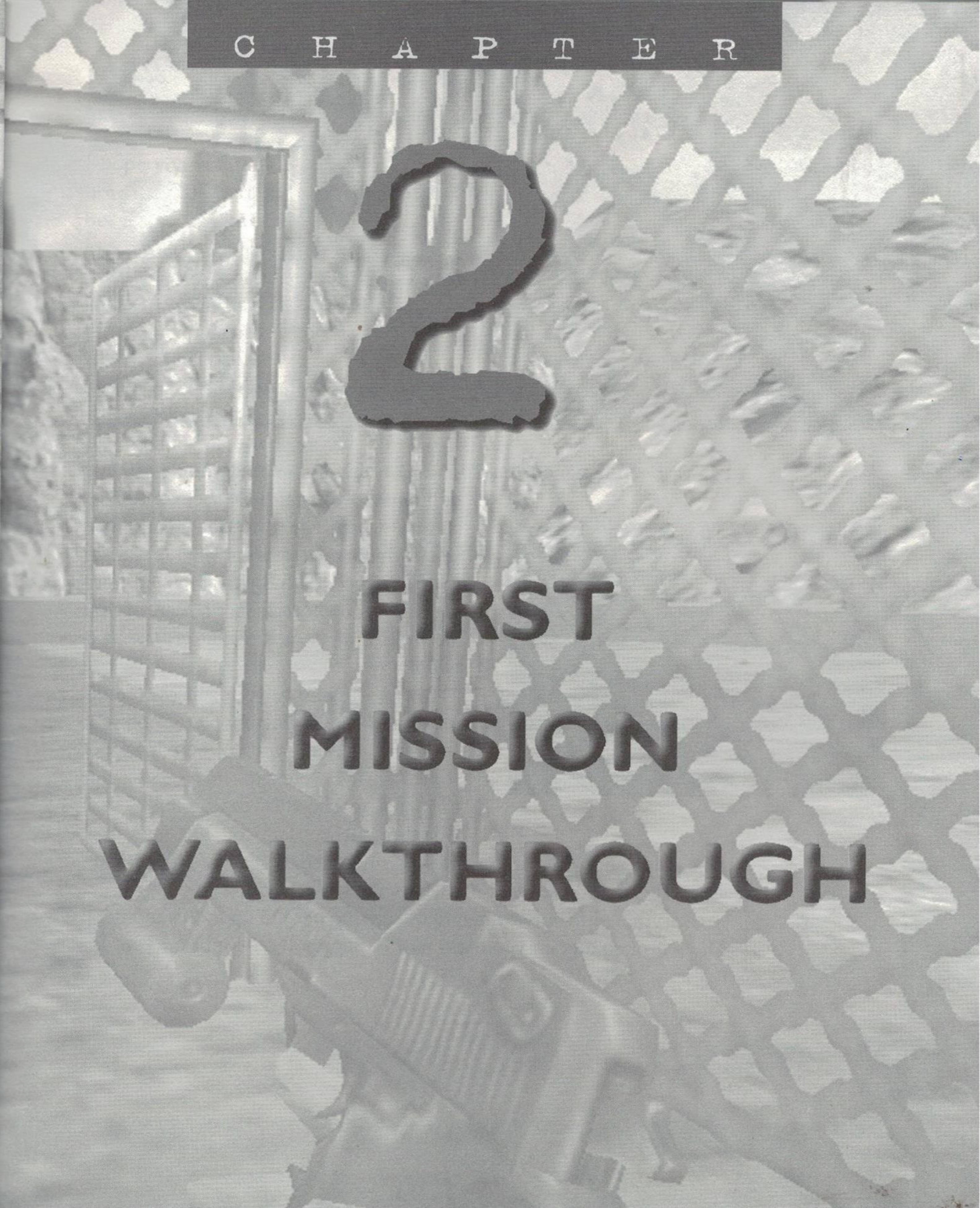
To use a Barnacle as a grapple, aim it at the spore or biological matter you wish to reach and hold down the fire button. Once the sticky appendage makes contact, the Barnacle will pull you to that location. As you proceed on your mission, pay close attention to areas that have spores or a surface with alien growth. These indicate that you can probably grapple up.

The walkthroughs specifically mention sections of the game where you must use the Barnacle to proceed, but always keep watch for creative ways you can use it to reach places you normally couldn't. You can find more information on using the Barnacle as a weapon in chapter 9.

MULTIPLAYER GAMES

Included with this guide, you'll get a collection of strategies for the All-Star multiplayer maps written by Mike "Giggler" Wardwell, Gearbox Software Level Designer and Tournament Director of the Cyber Athlete Professionals League (CPL). This section is found at the end of the guide and should be studied by a player who wants to excel when competing online.

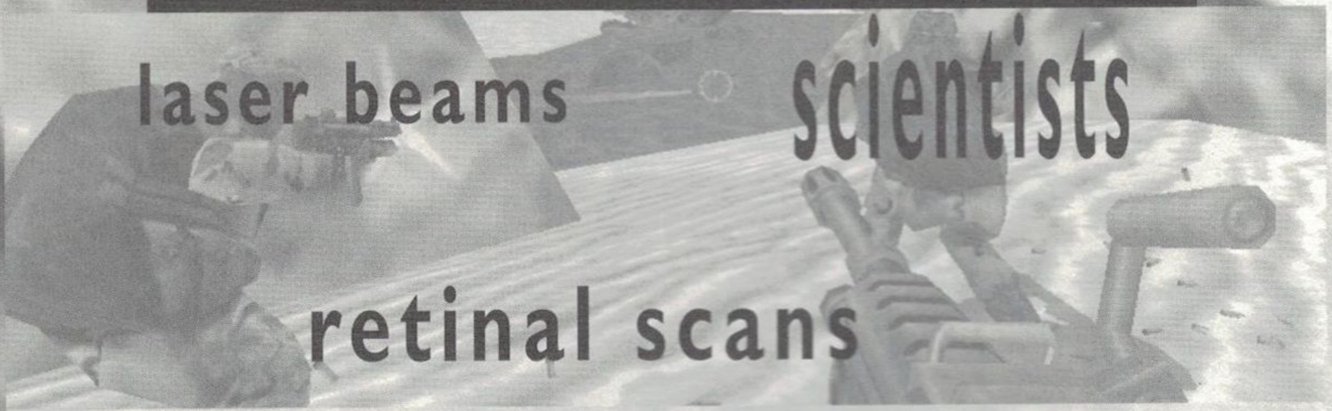

HC
HC
HC
HC
2nd Floor
Ending Point
Starting Point



CHAPTER

2

FIRST MISSION WALKTHROUGH



REPORTING FOR DUTY

Squad Training

I have been assigned the unpleasant task of keeping your worthless butt alive so you can save the world from certain doom. I will not fail in my mission, which means you will not fail in yours. I expect nothing less than 110 percent of your effort. I do not care if you are tired, hungry, wounded, or dead, you will not quit.

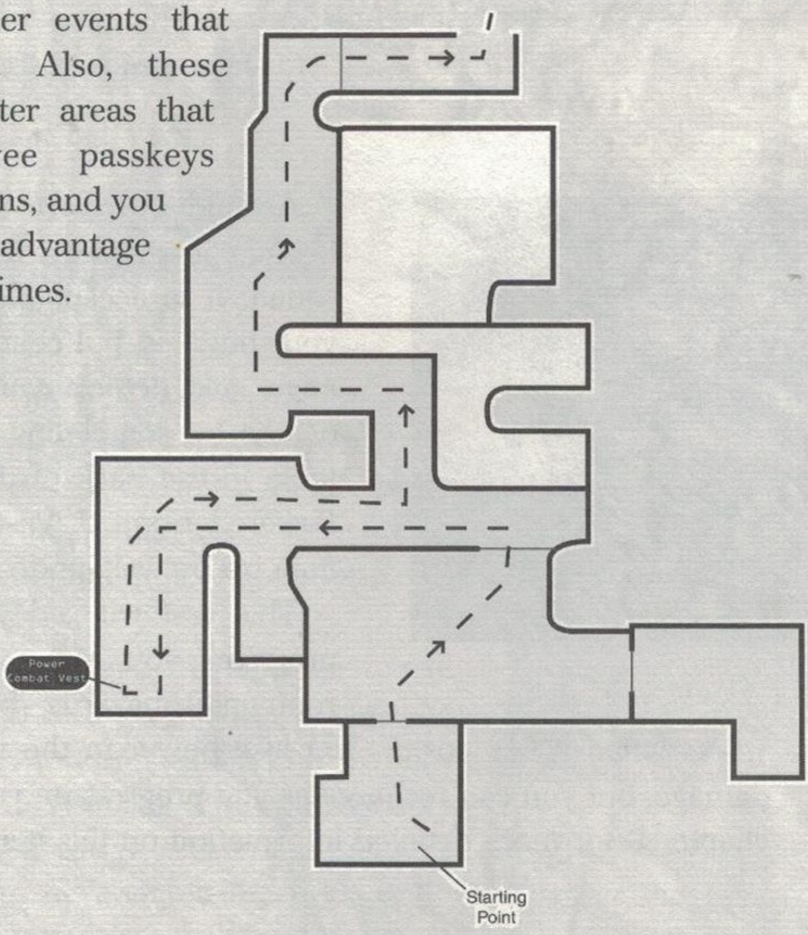
In order to ensure your success on this mission, I have documented foolproof strategies to aid you. When you get stuck, always refer to this guide. But don't try to use these as a step-by-step walkthrough. You are tougher than that. This guide should instead work as a reference to get you past difficult areas. Refer to this book only when all else fails you.

Everything in your seemingly useless life has led up to this moment. The world counts on you. And more importantly, I count on you. Do not let us down.

WELCOME TO BLACK MESA

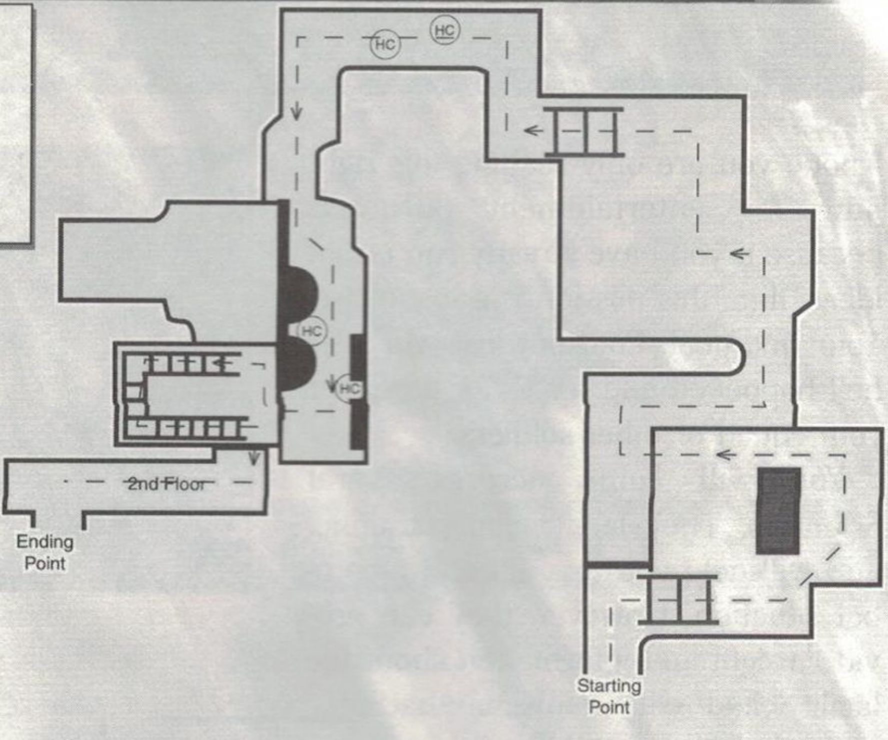
I hope you are only reading this right now for entertainment purposes, because if you have already run out of ideas, then this mission is a lost cause. Your first goal: Find out just what the hell happened and try to locate either your squad or other soldiers.

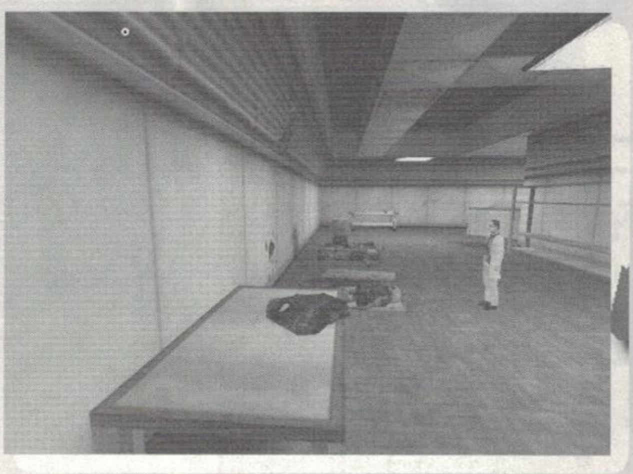
You will come across several Scientists. They lack military training and will help you very little in a combat situation. However, they can provide insight and information about the facility and earlier events that may help you. Also, these Scientists can enter areas that require employee passkeys and/or retinal scans, and you will need to take advantage of that access at times.



Ⅲ = Ladder

(HC) = Head Crab



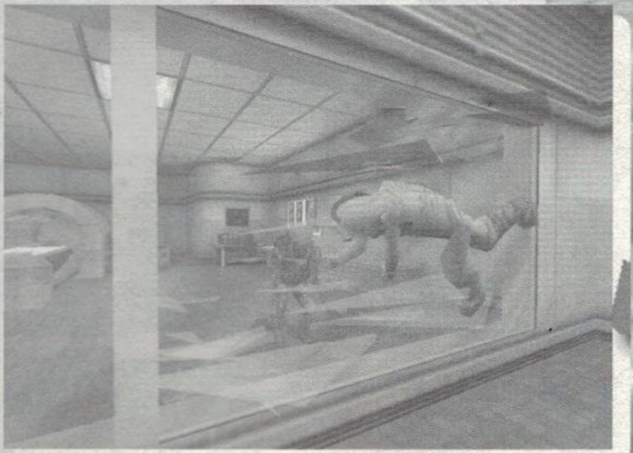


Around the corner from where you begin, you will see what remains of your squad. It is acceptable to feel grief for your buddies, but channel that grief into anger and determination to honor their deaths by completing your goals. On a table in the back of the room sits your Powered Combat Vest (PCV). Pick this item up by walking to the table.

This vest will aid you in combat by protecting you from enemy fire and environmental hazards, but the vest only works when it has power. You lose power in the vest when it takes damage, but you can recharge as you progress on your mission. Study chapter 9 for more detailed information on this item.

INTRODUCING THE ENEMY

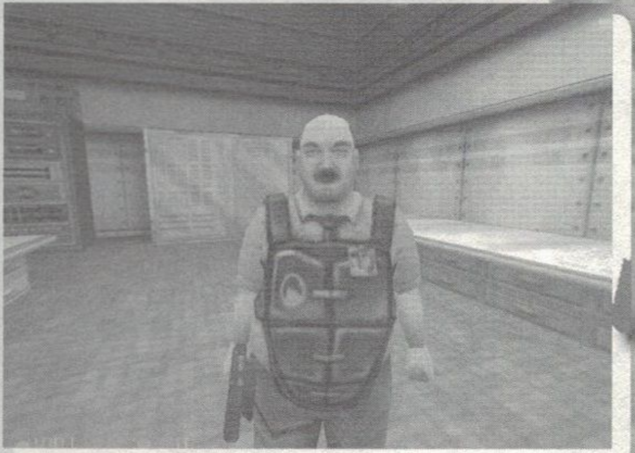
With your soldier's keen observation skills, you will no doubt notice a Scientist working in a lab. A somewhat human-looking alien lies on the scanner table. This is a Headcrab Zombie, the body of a fellow soldier taken over by the Headcrab alien parasite. The Scientist in the Clean Room seems very busy studying the thing.



When you see this alien throw the Scientist through the window, your first instincts tell you to attack. But remember, you carry no weapons at this point. You have only one option, to proceed down the hall. An efficient soldier could return to this area after he arms himself, but you might find it wiser to avoid the creature and conserve ammo when it becomes available.

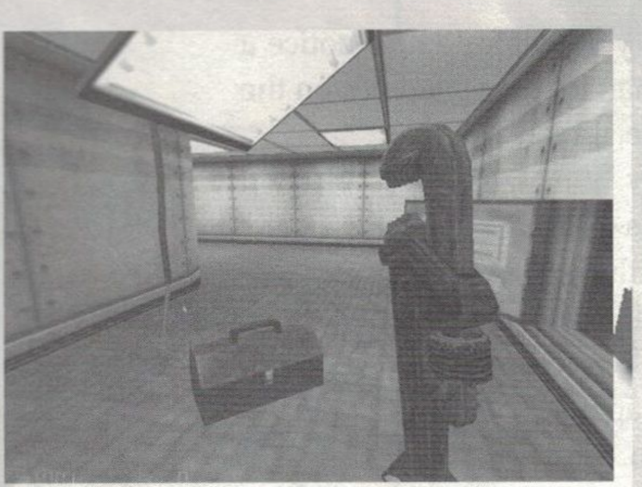
UNLIKELY ALLY

Down the stairs, you meet the new security guard, Otis. He definitely looks green around the gills. He serves you best as a source of extra ammo and as a focus for enemies. At this point, ask Otis to open the locked door for you by using him and having him follow you to the retinal scanner.



Despite his complete lack of what I like to call smarts, Otis should know what to do once he gets near the door. You don't need to bring Otis along with you at this time, and he will probably just get in the way if you do. Also note that Otis may not cooperate by opening the door until you gather the PCV mentioned earlier in this section.

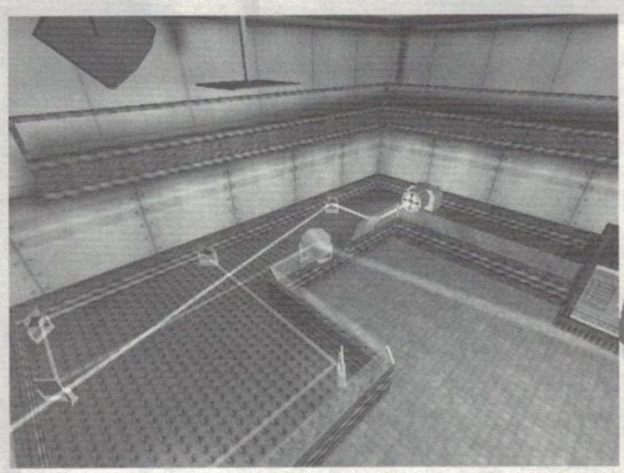
ARMING YOURSELF



Up to this point you have found no weapons. But here you see a Pipe Wrench located on the ground near a toolbox just past the desk Otis zealously guards. You won't do any plumbing work, but the Wrench will come in handy as a weapon in close-combat situations or to shatter boxes and other inanimate objects.

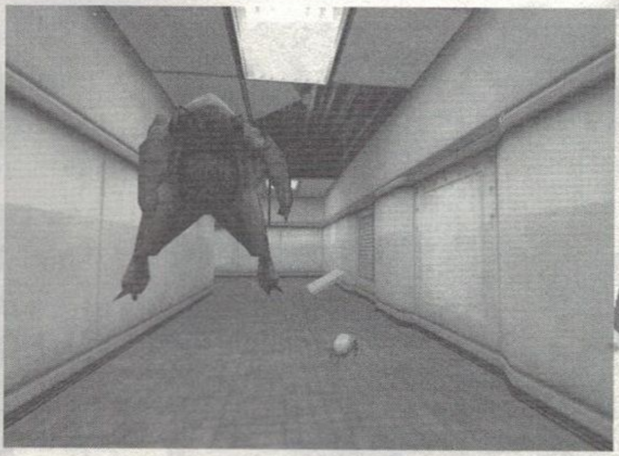
This heavy metal device will prove useful against small, fleshy creatures. Grab the Pipe Wrench, but take care not to stand too close to the electrical wire dangling from above.

GETTING ON WITH THE MISSION



I shouldn't have to tell you this, but if you touch the purple or green laser beams, you will die instantly. Duck under the beams and locate the mirror reflecting the purple beam blocking the path up the stairs. Using your new weapon, smash the mirror.

This will cause the beam to reflect back into one of the emitters, and the beam network will explode. You won't take damage from the explosion, but with the beams gone, your path becomes clear. Don't get too concerned about the red alarm lights because you won't have to stick around to clean up the mess.

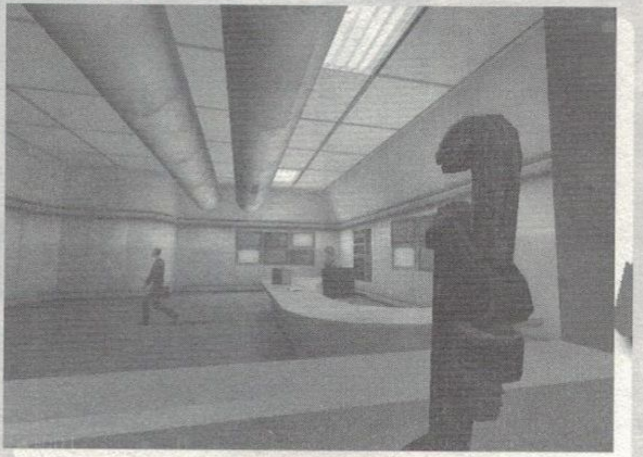


At the top of the stairs, you will encounter your second alien species. The Headcrab, a small, fleshy creature no bigger then a cat, will attempt to lunge at your head. It senses your approach and springs from a trap in the ceiling overhead. This alien wants to attach itself to your superior body and turn you into a Zombie like the one you saw earlier.

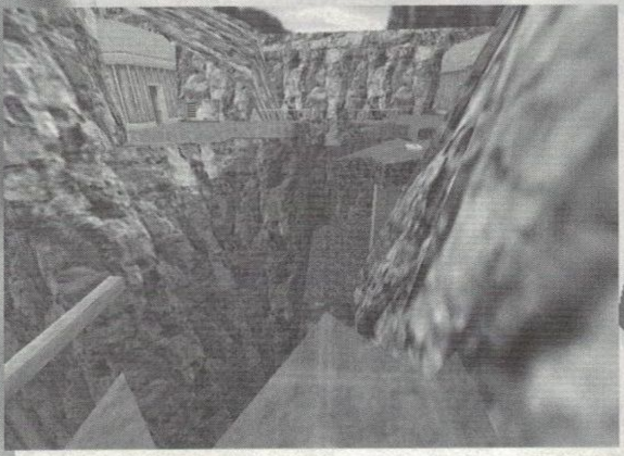
Against these guys, a simple attack works best. Just bat them like a baseball as they attack. One good swing should stop them in their tracks.

Before you head up the stairs, look through the small window of the door to the right. This offers your first glimpse of G-Man at Black Mesa. While you can't hear what he says to Barney, the security guard doesn't seem interested in opening the door for you after the briefcase-toting suit leaves the room.

Don't bother trying to bring Otis or one of the other Scientists in the area here because the retinal scanner is clearly damaged. Make sure you break the boxes underneath the stairs to collect the stored items before you continue.

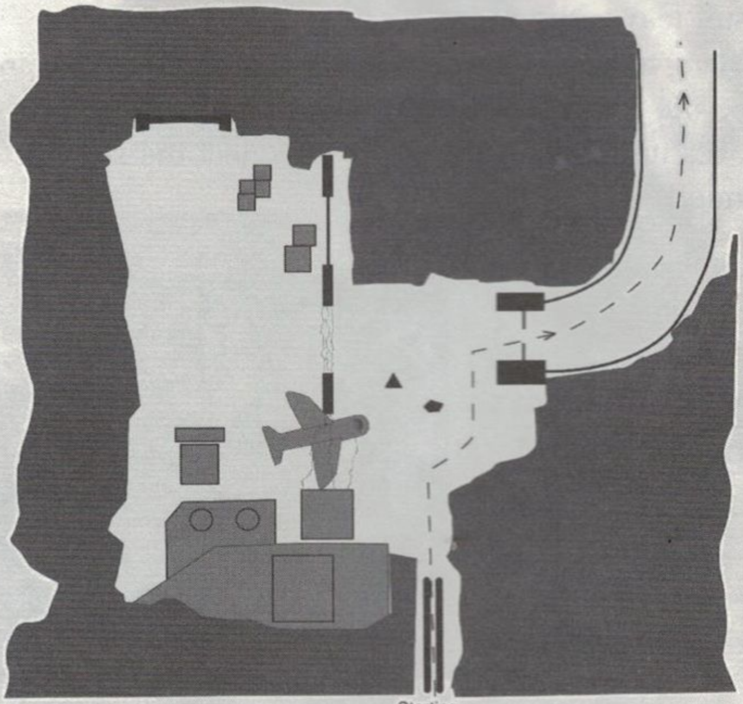


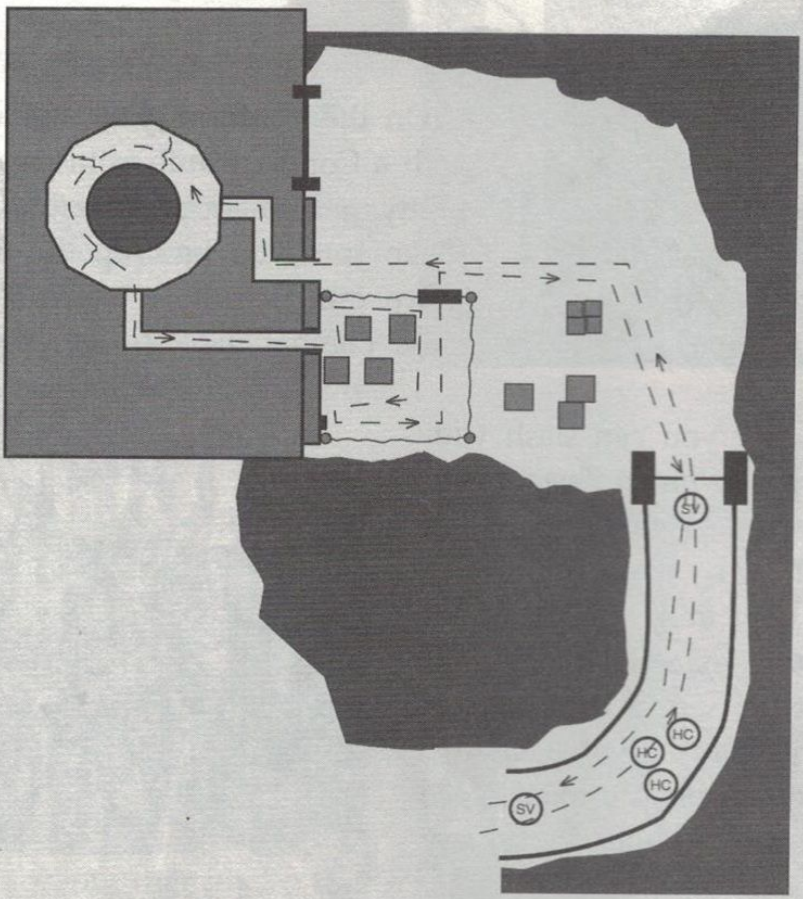
Health Wall Unit
Battery Combat Vest
Pipe Wrench
Battery
Health



When you come outside, take stock of your situation. You will notice that something has destroyed the designed path, but a soldier doesn't let something like that slow him down. Here you must find an alternate route across the ravine. Start by jumping down to the lower level and working your way forward. Plan each jump with precision, and you will have no problem.

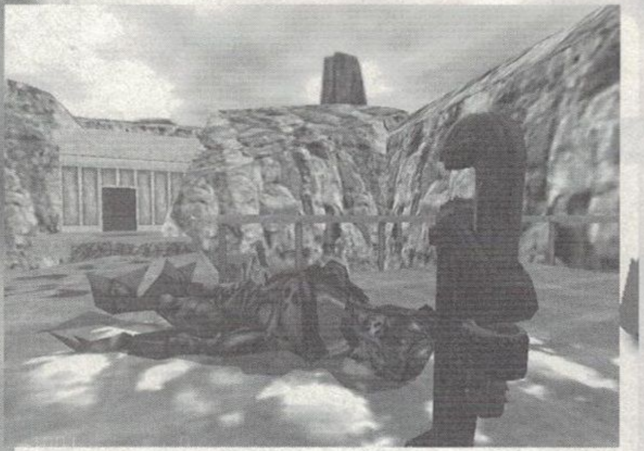
When you make it across the very deep canyon, you must jump back again in order to get around the handrail and into the unlocked door. You cannot jump high enough to get over the handrail, so you must backtrack across the canyon on the highest level in order to reach the cement walkways.



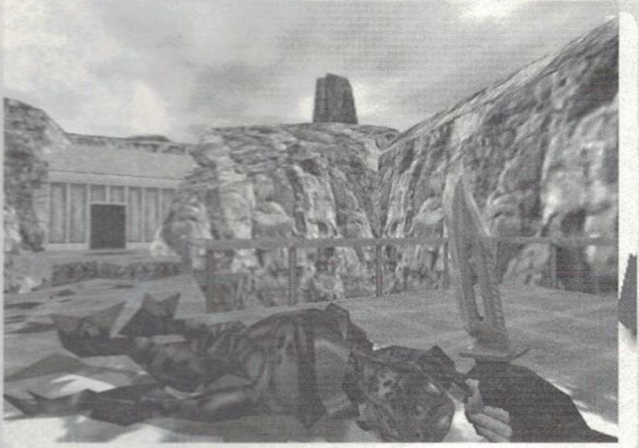

SV
HC
HC
HC
SV

SV = Slave Vortigaunt

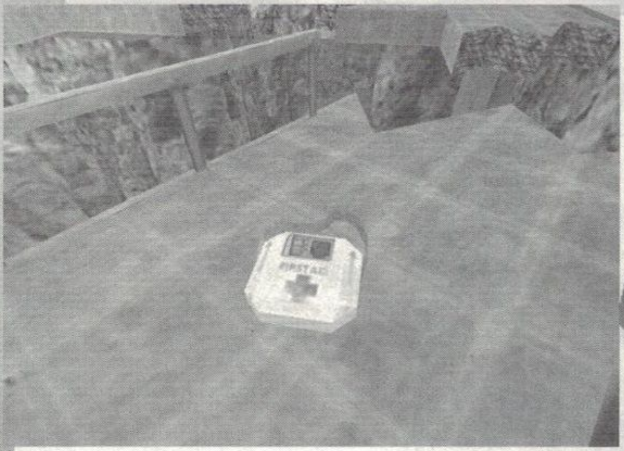
HC = Head Crab



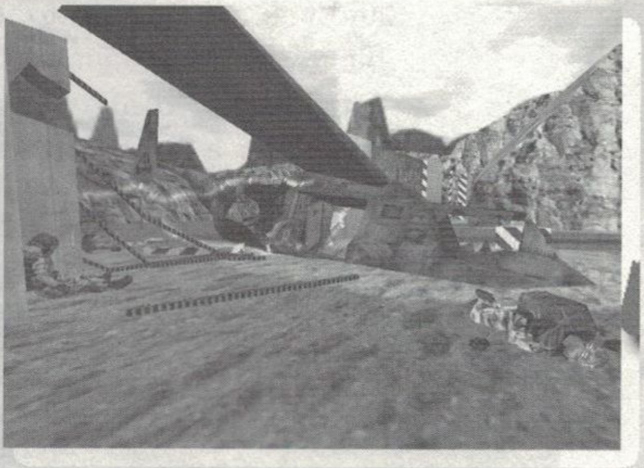
On the platform, you will find a dead alien with a Combat Knife in his back. It looks like a pretty messy fight broke out here after the crash. Make sure you pick up the Knife before you move on. The Knife works better on flesh in close combat than it will on aliens with solid skin. But you can slash with the Knife much faster than you can swing the Pipe Wrench, so it proves a very effective tool against small creatures like Headcrabs.



At the top of the series of ravine jumps, you'll find a health kit on a broken piece of path. This jump looks very difficult, but remember that nothing is impossible for a highly trained Marine. Don't bother trying to make this jump from the opposite side because it won't work.

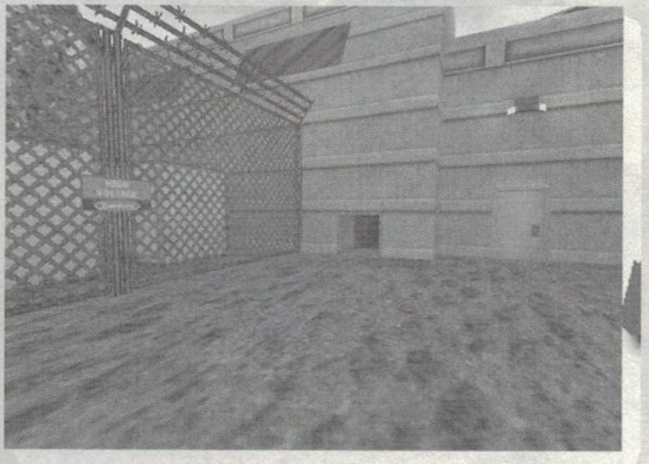


Inside the hatch door leading from the previous outside area looks like a perfect location to test out your Night Vision Goggles. Turn them on in order to see where you are going as you crawl through the small crack in the rock. Make sure you take care of the Headcrab waiting for you before you proceed into the crawlspace.

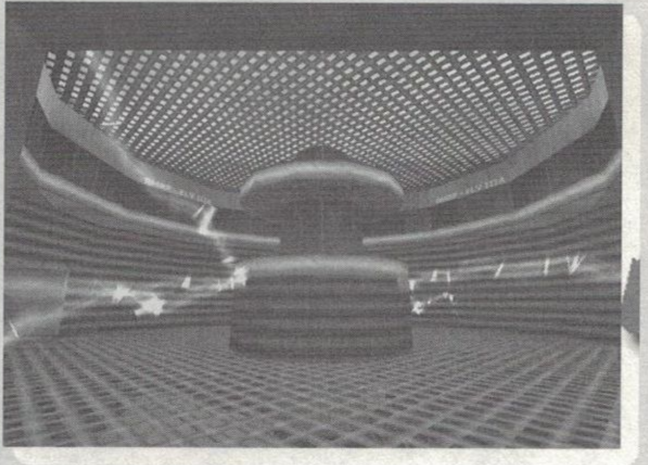


You must mentally prepare yourself for the scene ahead. Your squad helicopter crashed here. Several men from your platoon died in the crash. Take a moment to remember them individually, but do not let it slow you down.

Don't touch the Osprey aircraft or the fence. The crash has caused quite a bit of electrical instability, and a shock could kill you. You can't get across the site without first figuring out how to shut off the power.



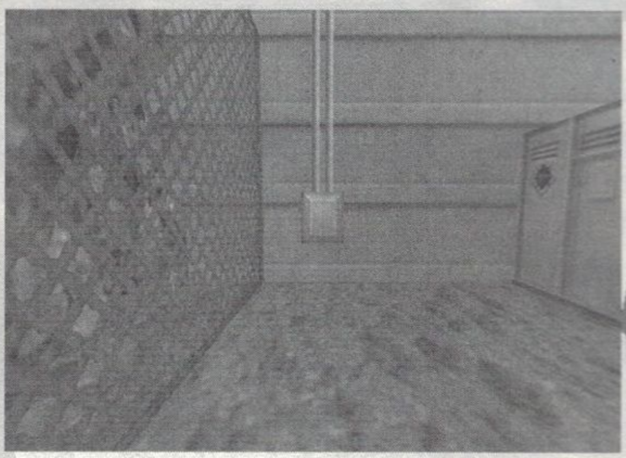
Go through the slightly open driveway door and follow the road to the other side. On your way through the tunnel, you'll encounter three more Headcrabs. Why not try out your new Combat Knife? Once you get through the tunnel, you can see the power generator, but you can't proceed through the electrified fence. Otis, who already waits inside the fence, will wave to you, then make the fatal error of touching the electrified barrier. You can do nothing to save him.



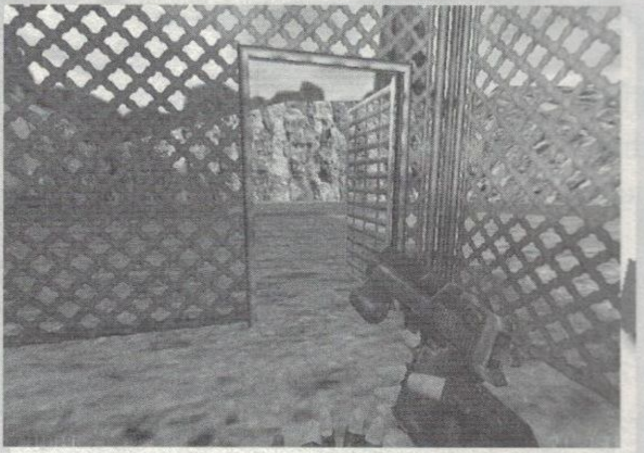
If you take some time to destroy the crates with your Pipe Wrench, you'll find a few goodies, including two health kits. You can't go through the large door at the end of the road. Instead, you must crawl through the open vent, which will lead you into an electrically charged cage.

Halfway through the vent, you will run into a generator with electric beams shooting in both directions. Time your jumps carefully,

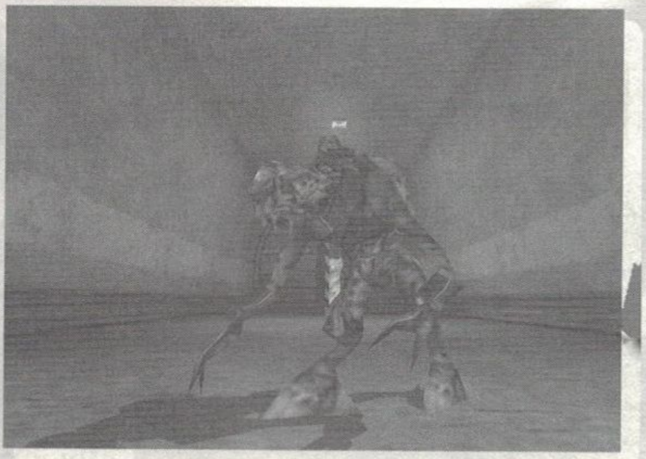
and you can make it to the other vent opening. You'll have less trouble if you travel counterclockwise. Your best bet: Wait until the beams get interrupted and run through as quickly as you can. Watch the beams for a few moments and count the time between safe openings. If you do this, you can easily pick a safe time to run past them.



Once you get inside the cage, you need to locate the power switch while avoiding the beams. When you find the switch, use it to shut the power off. This switch controls the power that electrifies everything at the crash site. As soon as you turn it off, you can easily exit through the chain-link door where Otis died earlier. This exit proves much quicker than going back through the generator chamber.

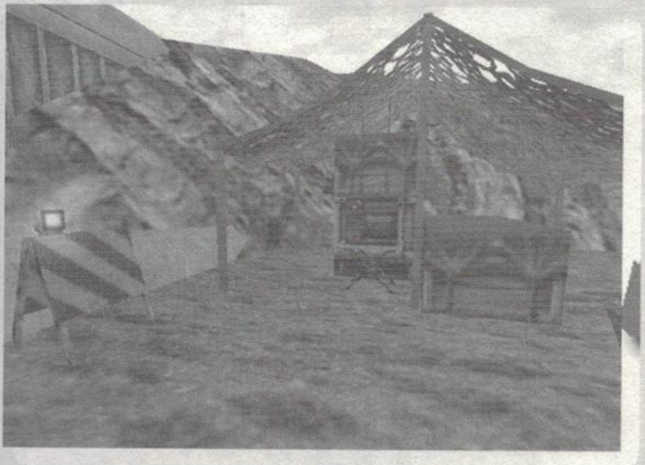


When Otis pressed himself against the charged fence and died a not-so-heroic death, he dropped his .357 Desert Eagle pistol. You've used more powerful weapons, but the Desert Eagle is still a nice gun. It doesn't hold much ammo, so act smart when you fire it and don't waste shots. Make sure you use the alternate fire mode's laser sight for increased accuracy when you shoot at distant targets.



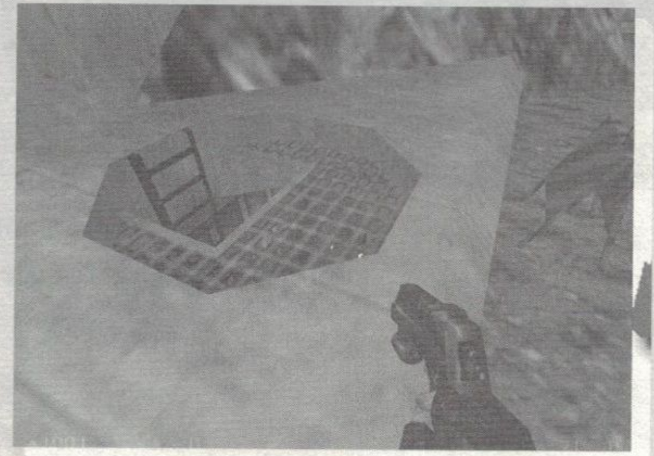
As you head back to the crash site through the driveway, two Vortigaunts warp in around you. Vortigaunts don't pose a major threat because they get off their electrical attack very slowly.

If you run through the area, you can avoid them without wasting ammo. Or, if you want to make sure these aliens won't bother you later, one shot to the head with the Eagle should kill them. Remember to use the alternate fire mode of the Desert Eagle to turn on the laser sight and make your shots more accurate.



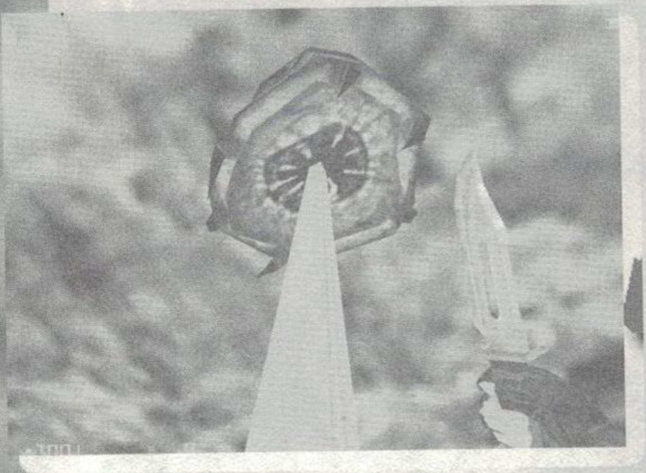
When you return to the crash site now, you'll find that you have successfully eliminated the electrical disturbance. Just past your downed helicopter, you will find the radio from your unit. Obviously, a heroic soldier in your squad managed to survive long enough to set up the radio.

Use the radio to try to make contact with other soldier squads. In this case, you will hear that the military plans to pull out of Black Mesa and you must get to the specified location where an extraction aircraft waits.



As an efficient soldier, you have scouted the location and discovered that you can find no way out of the area through a door. To proceed on your mission, you must climb down the ladder into an opening located to the left of the radio on a cement platform.

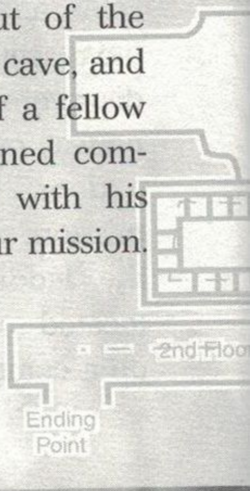
Before you proceed down the ladder, though, you should destroy all of the crates in the area with your Pipe Wrench. You'll find a few useful items and even some ammunition. Once you get ready to leave the area, continue climbing down until you reach the lower platform and the catwalks below.



Hanging down over the catwalk, you'll encounter several ropelike objects. A substandard soldier may try to climb these ropes, but not you. You no doubt noticed that these ropes are organic in nature and very much alive. You have just seen your first Barnacle. If the long appendage gets a hold of you, it will pull you up to its mouth and attempt to eat you.

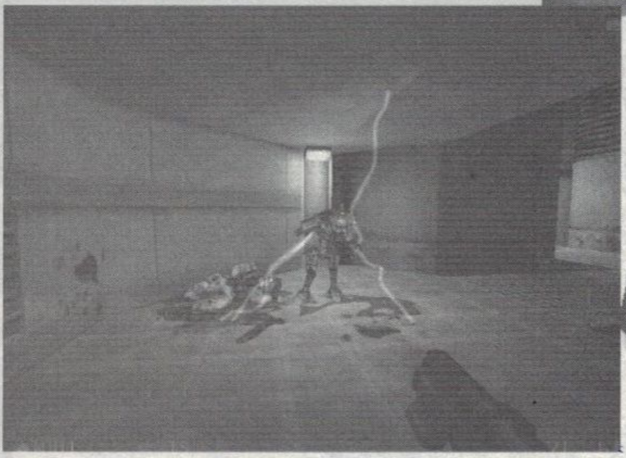
To kill them, pull out the Pipe Wrench and allow the Barnacle to grab you. When you get near its head, beat it with the Wrench. It will die and, in the process, release you from danger. Destroying the Barnacles with the Pipe Wrench is risky, but it can save valuable ammunition that you will need later.

Just past the three Barnacles, at the end of the catwalk, you'll see a ladder heading down into some water. Don't be afraid to get a little wet because the water won't hurt you. Head right in the water and immediately make another right, which will lead you out of the water. Climb through the cave, and you will see the body of a fellow soldier. Salute your downed comrade and arm yourself with his unused .357 ammo. Go back up the ladder and resume your mission.

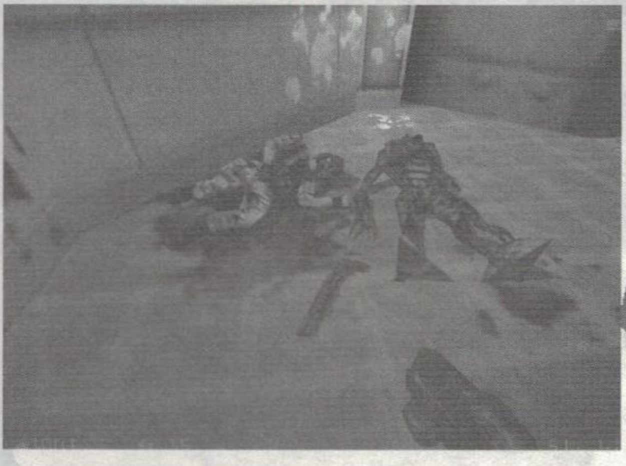


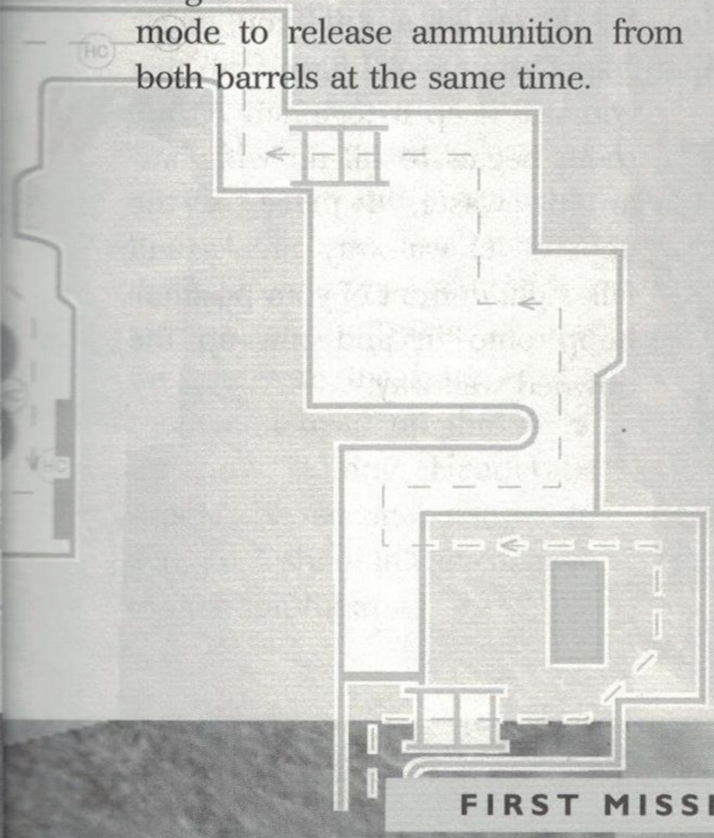
Health x 7
Combat Knife
.357 x 3
Desert Eagle
Battery

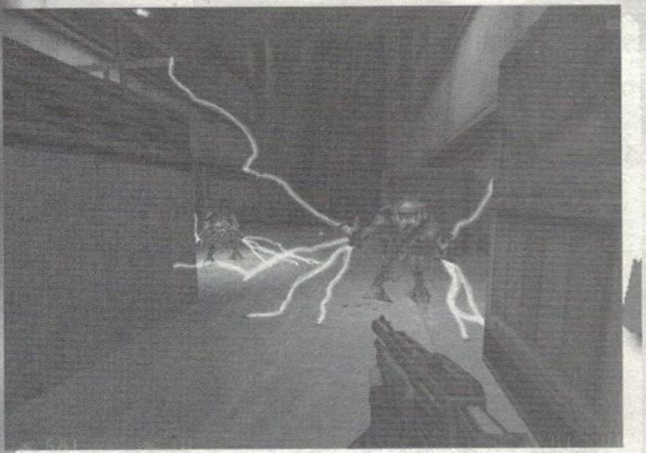
Your goal here is to use ladders to travel from the level you're on down two levels of catwalk. You'll find three Vortigaunts stationed throughout this area, one on each level. These aliens don't entirely lack combat skills, and they will attack you as you climb down the ladders. You can strike first while standing on the ladder by turning to face them and shooting them in the head with the Desert Eagle. Use your laser sight to make your shots more accurate.



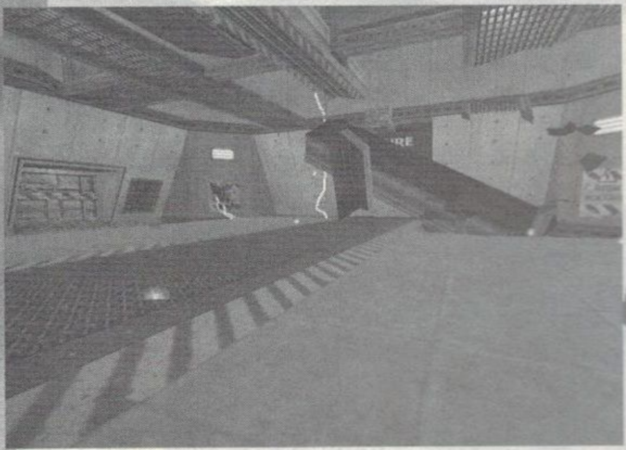
Lying next to the dead body of a soldier, just after your first Vortigaunt encounter on the catwalk, you will find a discarded Shotgun. This gun works very well when you aim properly. When fired, it releases a spread of buckshot that can do plenty of damage at close range. You can use the alternate fire mode to release ammunition from both barrels at the same time.





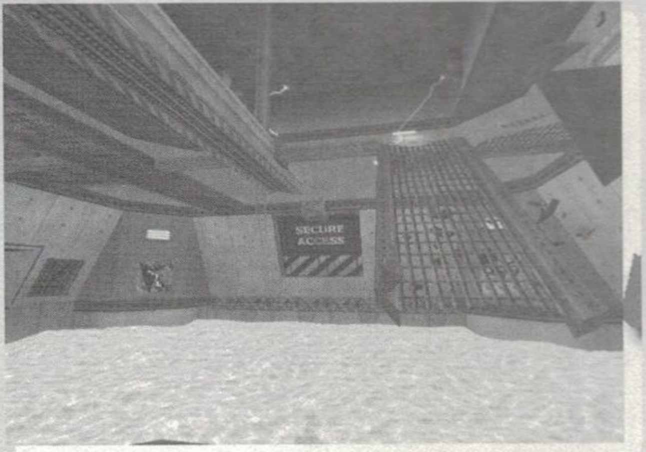


After you pass through the catwalk area, you'll encounter a small storage room. You can destroy the crates to find some useful health and batteries, but beware the Vortigaunts riding the freight elevator down as you enter the room. You should still possess enough ammo to take them out with the Desert Eagle.

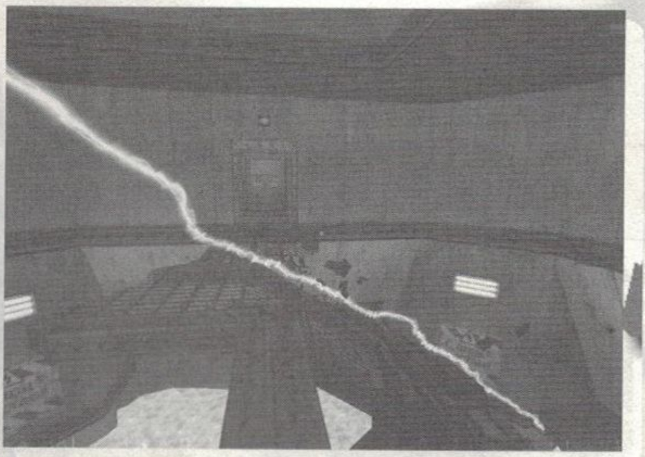


Someone should talk to the higher-ups about getting a budget to put together an earthquake simulator. That would have come in handy for this next challenge. After you jump across the green hazardous waste, your instinct will probably tell you to head for either the door or the ladder. As you approach the other side of the room, it will start shaking and breaking up. You can find only one safe place to stand, the closest left corner to the broken bridge.

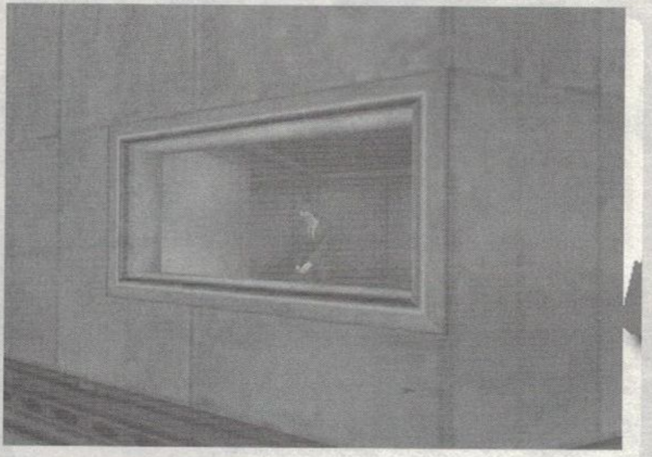
The floor breaks out all around you, and a weaker man might panic. but I have faith that you will keep it together. As the room begins to fill up with hazardous waste, a piece of the upper-level walkway breaks and falls right in front of your position. Jump onto in and run up the downed walkway.



The door at the top is locked, so you must run across the metal beams to the door on the other side. Proceed with caution across the beams and remember, if you fall, you die. In addition, time is of the essence since the room rapidly fills up with hazardous waste.

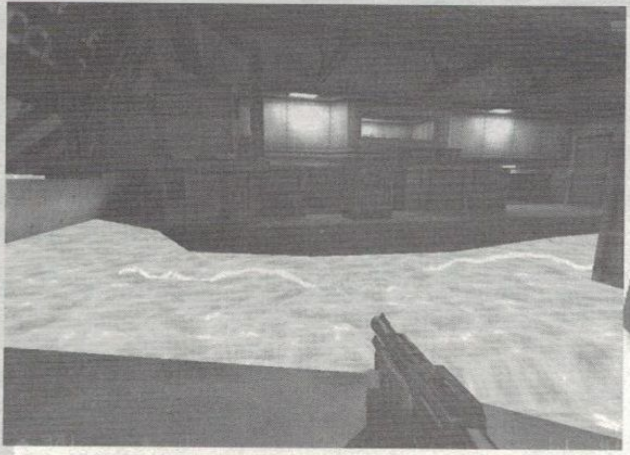


When you safely make it to the opposite side of the rising waste room, you can see G-Man watching you in the window. He seems to be considering whether or not to save your life by opening the door. When he finishes thinking about it, he will open the hatch door for you and then disappear.

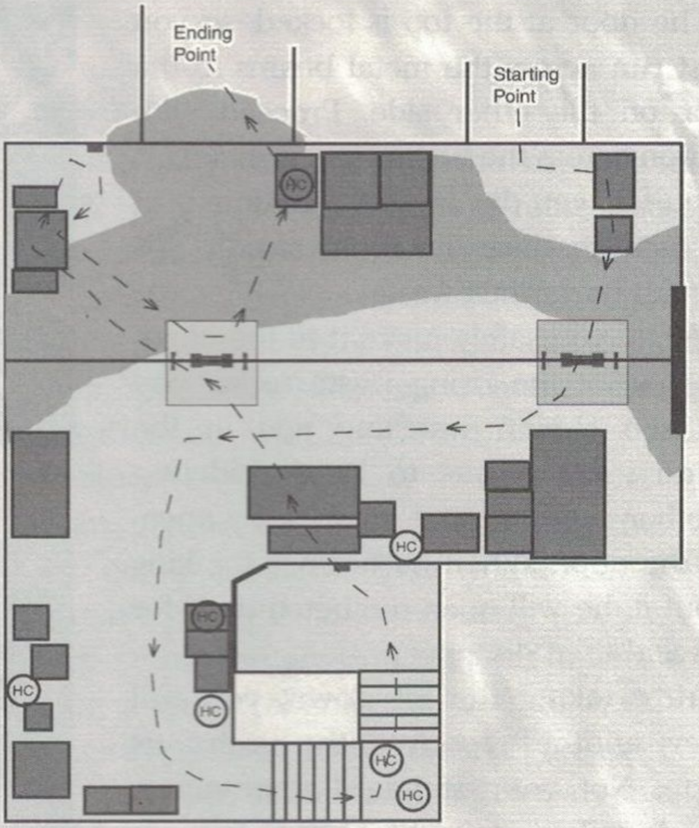


After taking the lift down, you will enter another room with hazardous waste. Not your standard toxic slime, but electrified toxic slime! Your mission here is to get around this area without falling into the waste. To your immediate left, you'll see some crates you can use to climb up and jump onto the freight carrier.

Break the nonexplosive box in the carrier and jump down to the other side. Don't destroy the explosives until you reach a safe distance. Travel around the crates to the back of the room and head up the stairs. By now, killing Headcrabs should be second nature to you, so I shouldn't even have to mention them.



Shotgun
Battery
Health



(HC) = Head Crab

Use the freight carrier control by holding it down until the freight reaches a position that allows you to easily jump to the door button on the other side. Go through the small window and jump onto the carrier. You can climb through the open window by crouching and jumping forward.

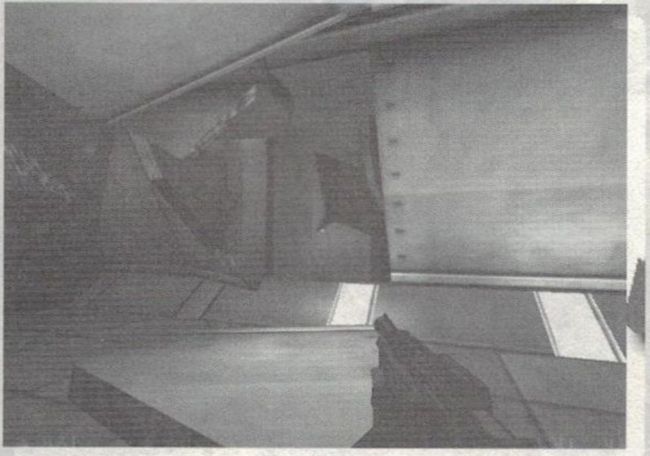
If you'd like a fun diversion, push the explosive crate towards the Headcrab on the box near the door opposite the switch. When the crate explodes, the Headcrab will too. If you've already destroyed the explosive crate, just take out the Crab with your Desert Eagle.

After you kill the Crab, jump to the left side and hit the door switch, then climb the crates and jump back onto the carrier. From there, you must make a couple of jumps: one onto the crate and the other over the toxic waste. That gets you past this area.

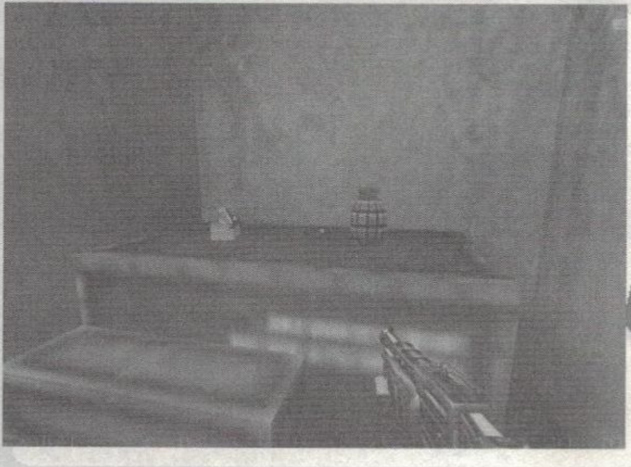
357 x 2
Shotgun ammo x 2
Health Wall Unit
Battery

You can survive by jumping across the slime from where you pressed the door button, but you'll probably take quite a bit of damage. Using the freight carrier and crate creates a safer path for you.

Have you been running around a giant transit room not knowing where to go? You must be losing your wits, soldier. To the far left, you'll see a broken pipe you can climb into easily. You will fall into a moving stream of water and then over a waterfall.

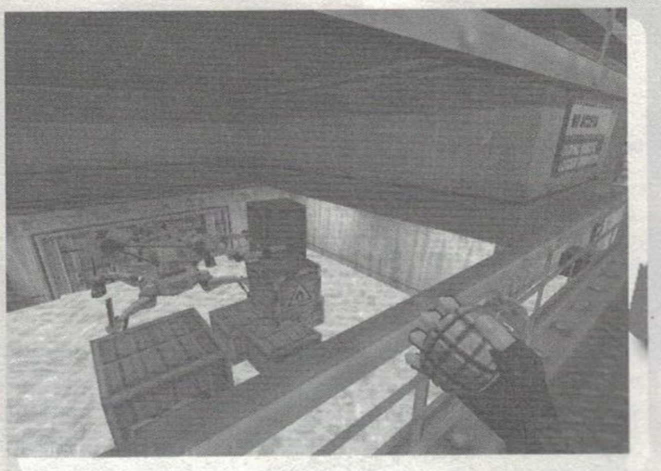


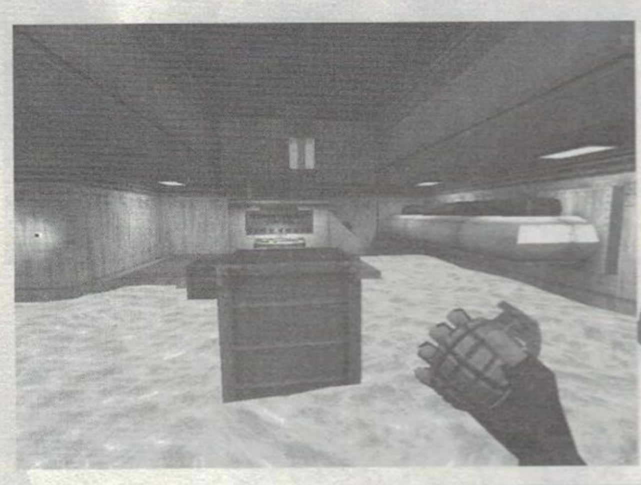
Swim around and find an open grate, then go through it. Get up onto higher ground, and you can walk through the water. This will help you save your strength. Watch out for Barnacles dangling in the water. This water area feels like a maze, but with patience and exploration, you will find a ladder to climb up and out. Look at the map if you can't find your way out.



On a group of crates along the linear platform, you will find a bunch of Grenades. You are very well trained in their use, so I don't need to go into that. Just press the trigger to pull the pin and release the trigger to throw.

Toxic waste fills the loader bay, and you can't climb down the ladders while the robotic loader operates below. You shouldn't have trouble figuring out that you must toss a Grenade at the explosive boxes to the left of your platform, thus freeing the very cool-looking loader.





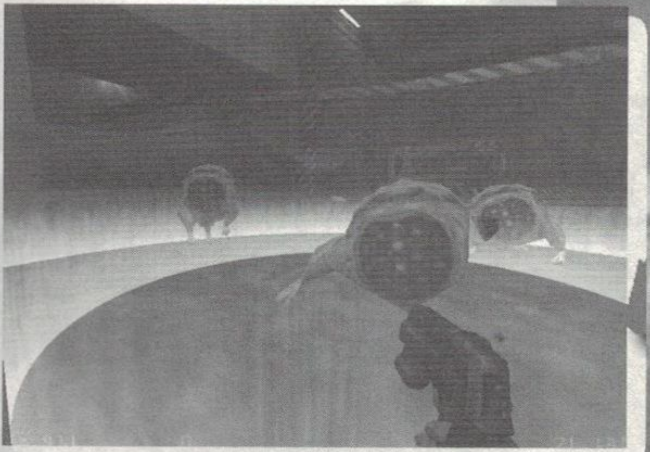
The loader will then pursue its designated path out the door. Notice that it conveniently drops a box before it exits. This box makes a perfect platform you can use to jump across the toxic waste.

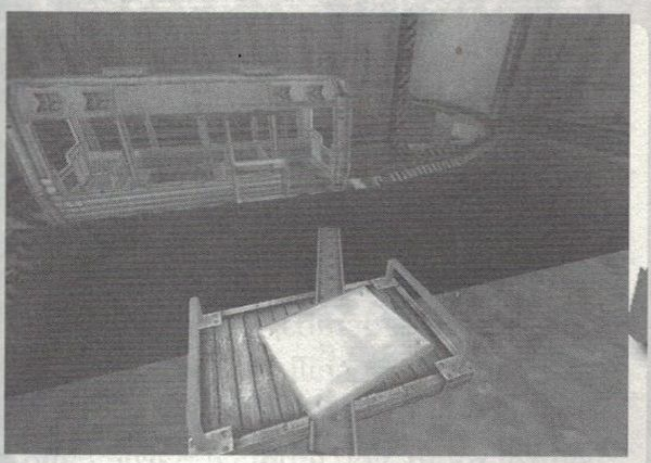
Once the loader exits the room, the ladders will become unblocked, and you can climb down the second one. Hop from box to box until you reach the safety of the control switch platform. Use the switch to drain the toxic waste in the loader bay. When the ground clears, you can proceed to the freight elevator.

"WE ARE PULLING OUT"

The freight elevator takes you up to a tram room, where four Houndeyes greet you. If you shoot quick enough with the Shotgun, you can destroy these from the lift platform before they can do their sonic blast. If you're not quick, you may consider running up the ramp and dealing with them one at a time as they chase you.

Once you take care of the Houndeyes, you'll find that you have a wide area to explore but very few options. Jump onto the tram by pushing the cart until the wooden plank lines up with the open door.

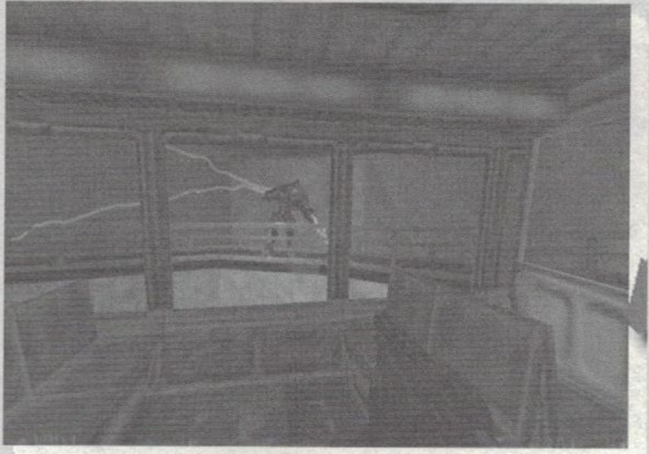


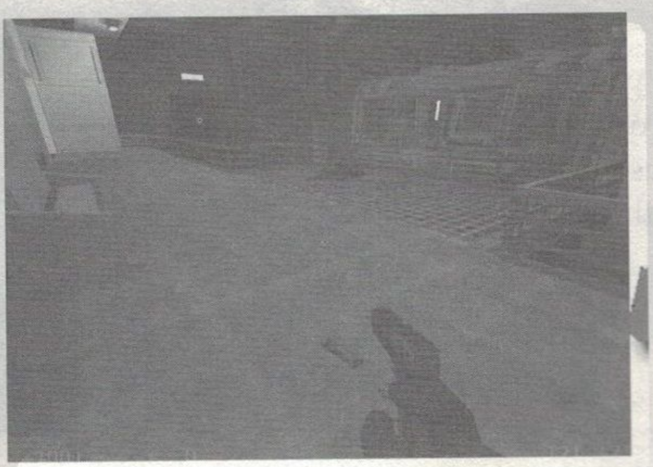


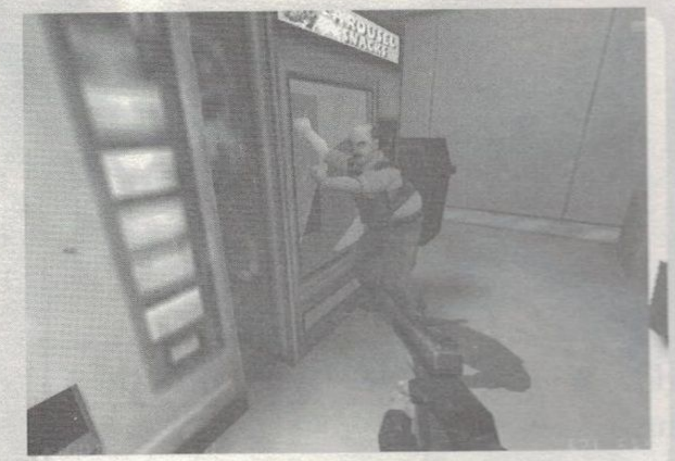
.357
Hand Grenades

When the tram starts, you will go for a ride. You'll hear the damaged automatic announcement system as you proceed. Stay alert, because Vortigaunts will attack you on your way up. Fight back, or just dodge their blows by crouching in the tram. The beauty of this ride is that you can choose your level of interaction with your enemies.

The journey ends with a not-so-friendly greeting by the two Vortigaunts that have been harassing you throughout the tram ride. One Vortigaunt will warp onto the boarding platform, while the other will appear on the tram itself. A Shotgun blast at close range will make quick work of these creatures.





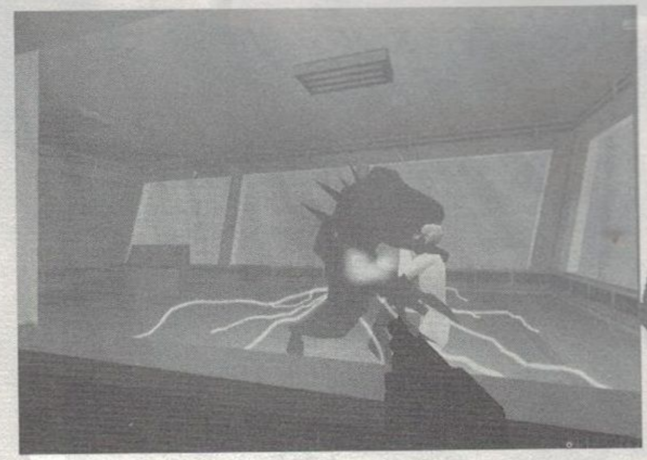


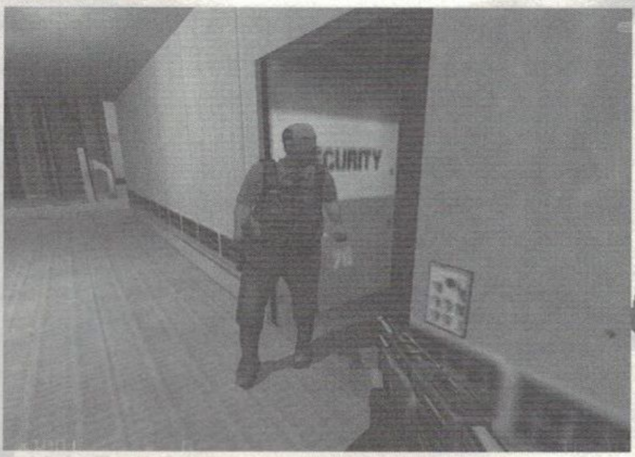
After you leave the tram, you'll find a 9mm Automatic pistol and two clips of ammunition. The 9mm isn't as powerful as the Desert Eagle, but it holds 17 rounds of ammo per clip, and you can carry 250 extra shells. This gun comes in handy when you run out of other firepower options.

After your high adventure on the tram ride, you must get back to business. Join up with Otis to more efficiently fight the aliens in your immediate path. Have Otis follow you up the stairs, and he'll help you take care of the Zombies, Headcrabs, Houndeyes, and Vortigaunts that stalk the hallways.

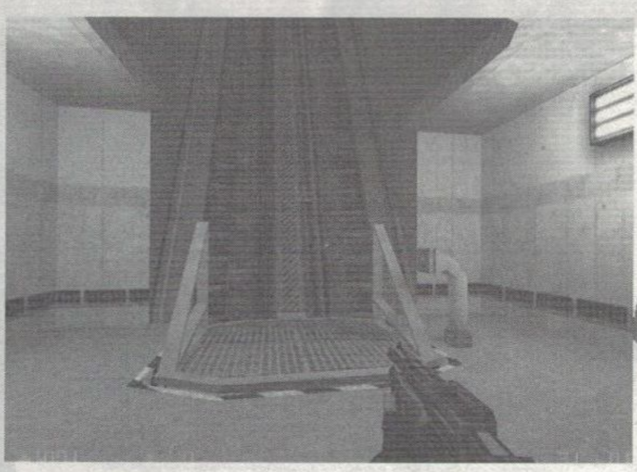
When you round the corner to the control room, you'll notice Barney and a Scientist chatting. Soon, a new alien species appears and interrupts them. The bad guys make quick work of Barney and then grab the Scientist before warping out.

You only get a glimpse of the creatures, but by the looks of them, they'll be trouble later. After witnessing the murder and abduction, you can break through the glass door and enter the room.





If Otis manages to stay alive long enough for you to lead him through the control room, he can open the security door in the hallway opposite the scared Scientist. Inside, you'll find a pair of Grenades for a Submachine Gun and a box of 9mm ammunition.



Up ahead, you'll see a giant lift. As you step onto the lift, a pair of Headcrabs will probably jump from a broken vent behind you and surprise you. If Otis still accompanies you, he'll take care of them quickly. Just don't stand in his way.

When you ride the lift up, you'll hear a soldier single-handedly trying to hold off a few Vortigaunts. Unfortunately, the soldier doesn't make it, so you must avenge your comrade by killing the remaining Vortigaunts—two usually survive the fight.

To leave the area, jump onto the HEV wall unit and go through the vent. You can climb your way up through the vent shaft to the next section. Make sure you recharge your vest at the wall unit before you leave. Also, you'll find quite a bit of ammunition in the crates around the room. Stock up while you can.

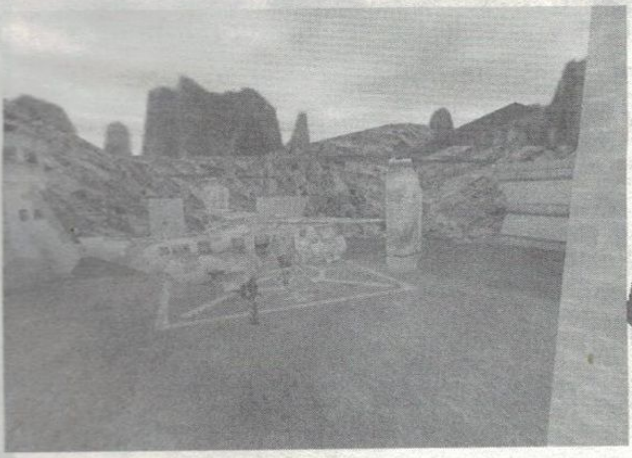
While it may sadden you to see a friendly soldier perish, you should be grateful to find his 9mm Submachine Gun. You should already have plenty of ammunition for the weapon because it uses the same shells that your 9mm Automatic pistol fires. Also,

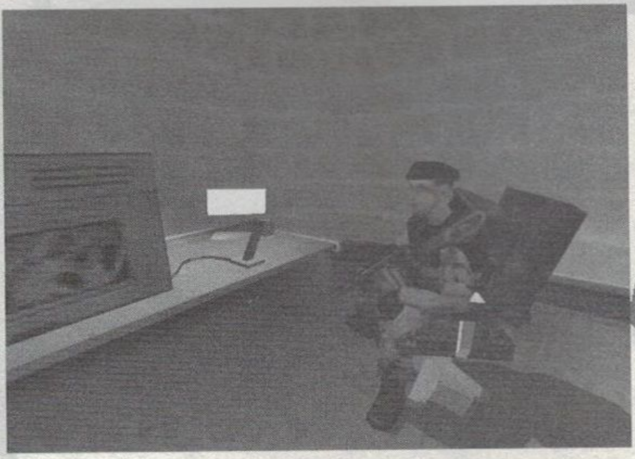
if you found the Grenades in the secret room earlier, you can use the alternate fire to lob the explosives towards groups of foes.

I am sure you'll find it a great relief to see a group of Marines gathering outside near a helicopter. The soldiers have decided that they are in over their heads and will pull out. If you're lucky, you will make it to the extraction point on time.

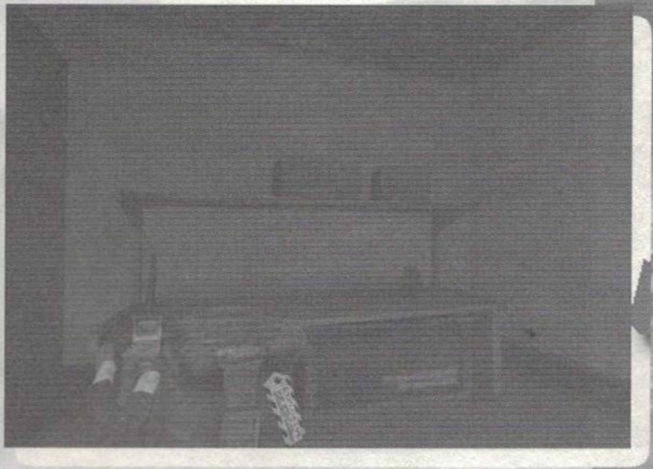
In the next room, you will meet the commander of the operation. At the moment you encounter him, he's calling "Cooper" over the radio and ordering him to call in air strikes before getting out. Could someone other than Cooper be on the other end of the radio? When the commander finishes with Cooper, he'll order you to get down there so you can pull out with the rest of the units.

9mm x 4
Pistol x 2
Launching Grenades
Combat Rifle
Shotgun ammo
.357 x 2
HEV Wall Unit

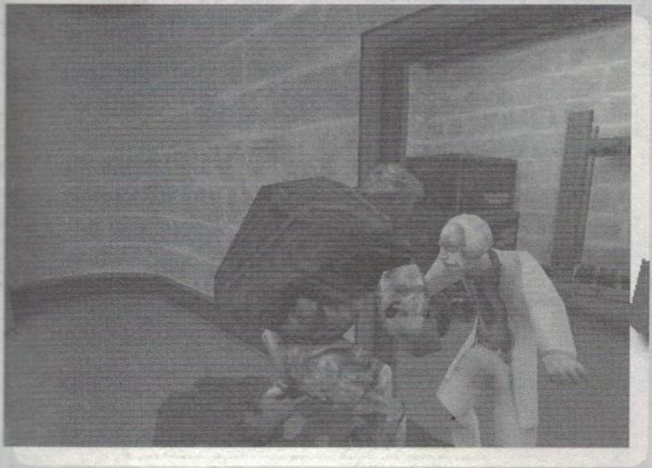




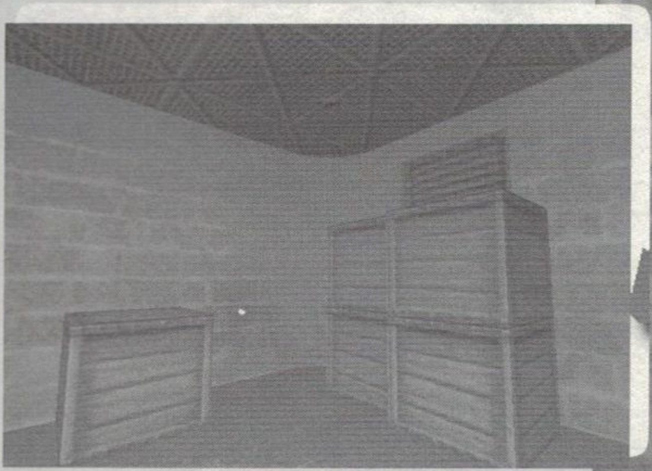
Lying on the table in this room with the Grenades you'll find a Satchel Charge. You can place this high-explosive device anywhere, then detonate it remotely. This useful tool will help you destroy just about anything in hard-to-reach places.

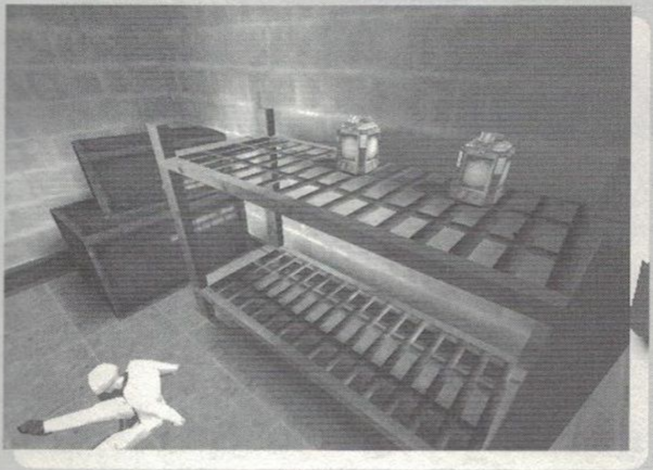


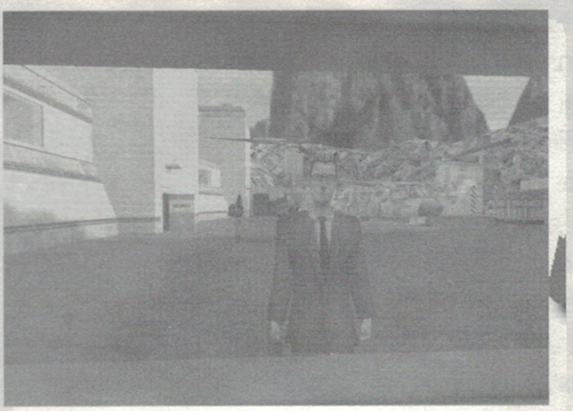
Soldier, don't concern yourself with the interrogation of the Black Mesa Research Facility Scientist in the next room. Freeman has been a detriment to the mission. He has exterminated more of your fellow soldiers than the aliens have. This soldier follows different orders than you do, so he will not follow if you ask him. You should just make your way down to the extraction point.



You may have spotted some battery-power charges in the room that this soldier guards. You can't push past the soldier, he's a bit bigger then you. Go down the stairs and jump onto the boxes under the high vent. The vent will lead you into the upstairs room with the batteries. Exit the same way you came in.

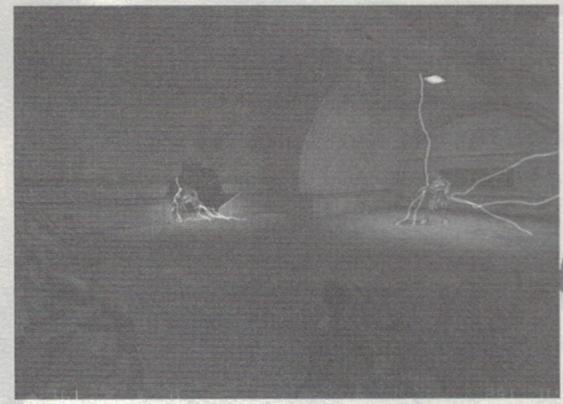






When you reach the hangar door, you realize that you will not make it through before the door closes. G-Man obviously has other plans for you. I'm sure you would love to throw a punch right through the glass at G-Man's face.

Not only must you leave your mission incomplete here at Black Mesa, but you are also forced into immediate battle with several Vortigaunts that warp into the hangar with you. Killing them allows you to go through the crack in the wall that they have created, hoping you can find another way out.



Health Wall Unit
Hand Grenades
Satchel
.357
9mm
Battery x 2

CHAPTER

3

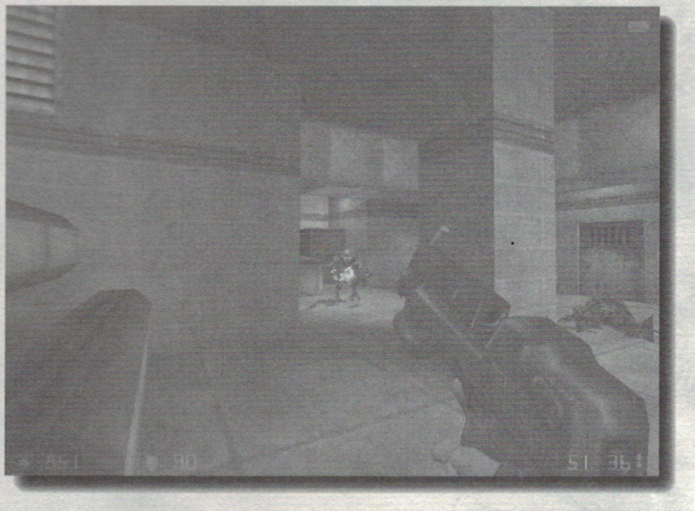
SECOND MISSION WALKTHROUGH

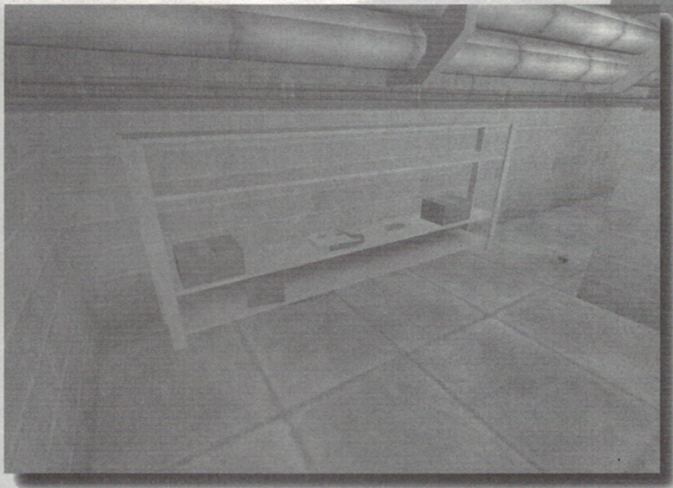
PD
PD
PD
PD
PD
PD
PD

satchel charge
xen masters
launcher grenades

MISSING IN ACTION

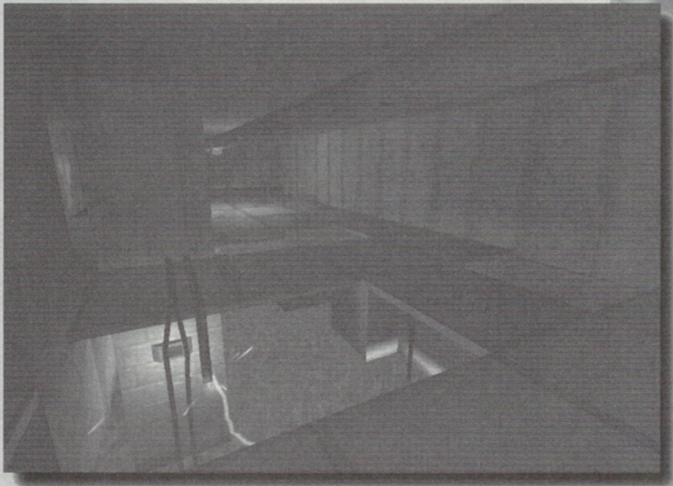
Go through the crack in the wall and under several pipes, and you will end up in a small room in the company of a couple of Vortigaunts that warp in to greet you. You can use the pillar as a shield while dispatching the beasts. The doors are locked, and you see no open passages you can use to exit. Using your military training, I'm sure you know to climb the three stacked pipes and crawl into the vent. You may want to pick up the batteries and Shotgun supplies before you proceed.

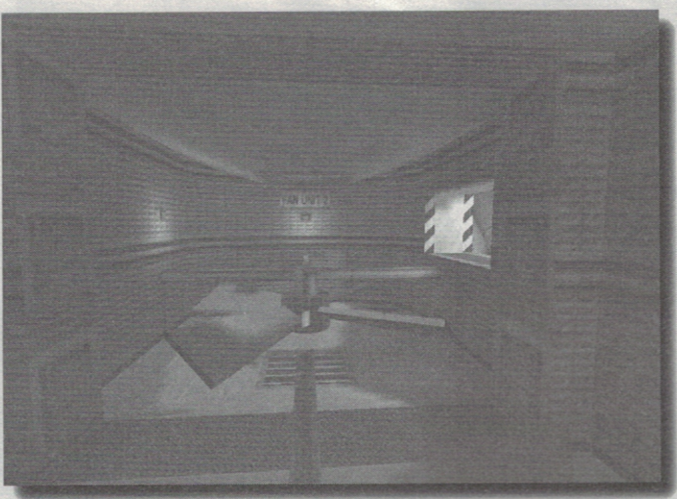




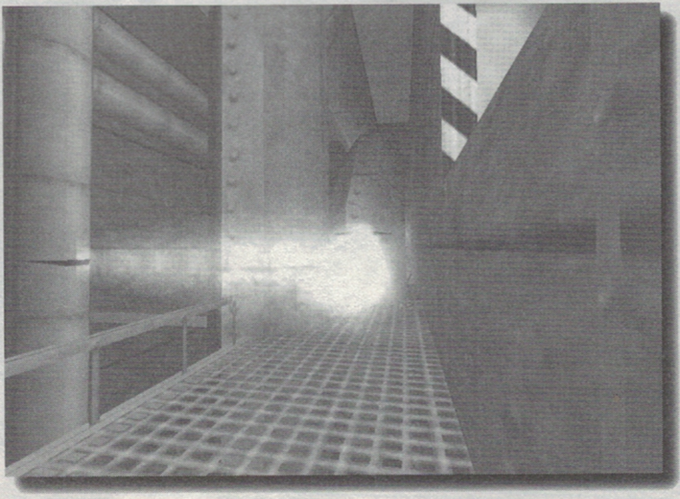
When you crawl into the vent shaft, ignore the first breakable floor panel. Instead, continue down the shaft and break the last grate you find. You will fall into a storage room filled with items including ammunition and health. When you proceed through the door, you will end up back where you started.

Dropping through the first vent places you between the shaft and the ceiling for the office room below. That means that the surface under your feet consists of nothing more than condensed plaster and cardboard, which probably won't hold the weight of a muscled Marine. If you do fall through, you will land in electrically charged water. Get out of the water as fast as possible. Many objects in the area will offer a safe haven for you. Go to the back of the soggy room and climb up the felled vent. If you do happen to fall into the water-filled office, take advantage of the health wall unit there to recover any damage you take.





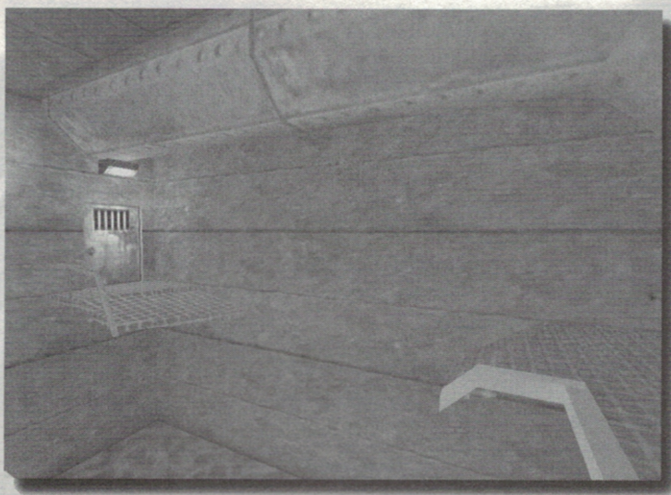
These fan blades look sharp enough to cut a man to pieces in an instant. Approach the situation cautiously, but without fear. You can step onto the support beams going across the top of the fans and walk along them, jumping from one fan to the other. You will shake quite a bit, but you will not fall off if you move carefully. Remember, this area feels a lot more dangerous than it really is. If you run into trouble lining up your jump across the broken supports between the two fans, use a weapon with a crosshair to help you check your direction.

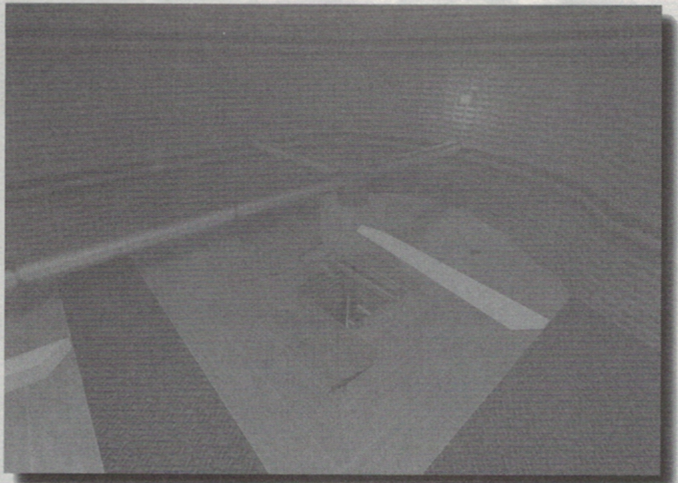


Here, you have two choices to get across this catwalk. First, you can run through the steam and suffer minor steam burns. The second option requires more skill. You must climb onto the handrail and time your jump to the other side when the second steam jet pauses.

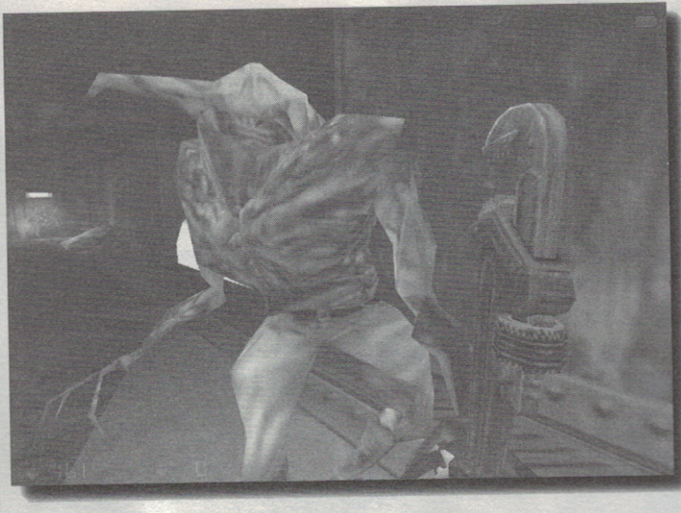
If you observe your surroundings, you no doubt see a broken bridge with a door on the opposite side. This jump requires great agility and leg strength. But it involves minimal risk, because if you miss the mark, you just take a quick swim. When you make the jump, you find ammunition, including a powerful Rocket (which will come in handy later).

You can avoid damage from the next series of large fans easily by just walking between them. When you drop to the lower level, you will notice that one of the fans is missing several blades. Time your approach and crouch correctly, and you can get into the open grate below the fan. This shouldn't cause you too many problems, considering the hours you spent on the obstacle course at base camp. Don't embarrass me, Soldier!





Shotgun
Shotgun ammo
Battery x 3
Health
9mm
Health Wall Unit
Rocket
.357

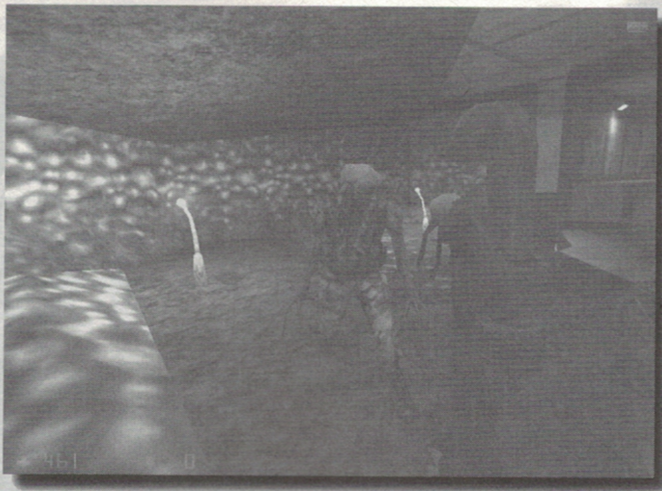


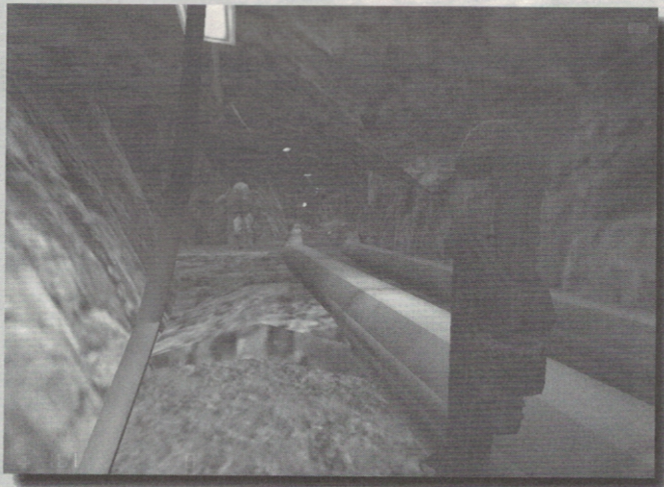
Jump the fire beams to get across the room (using the crates for extra jump height if you can), and a new creature will confront you. This Gonome, a Zombie in an advanced stage of mutation, hides out in the warm engine room. This alien attacks viciously with a mouth in the chest area that will bite in close combat. It also has a deadly ranged attack in which it pulls a gob of goo from its gaping chest and lobs it toward targets. Always treat an encounter with these things seriously.

Coming through the grate, you find another series of fire beams. You can easily run past the first beam when it pauses, but the second takes more skill. Watch the pattern of the beam and run through the opening and out of the fire path before it starts up again. You'll need to actually run down the tunnel the fire burns through between blasts. You can make it, but only if you move quickly. If you jump out of the fire beam tunnel next to the wall, you can keep the Gonomes in the next area from attacking you at close range. You can also use the fire shield cylinder as cover when the Gonomes use their ranged attack. After you mop up the scene, you can climb over the fire shield like a bridge.

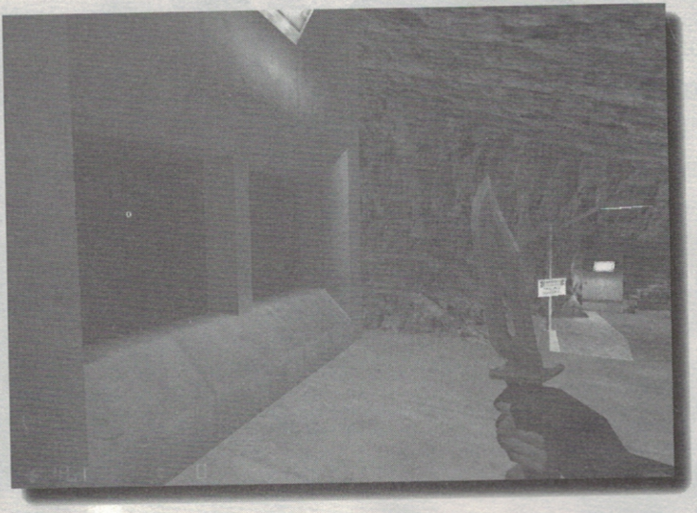
You now enter an environment under enemy control. The Gonomes nest here. In order to reclaim this location, you must clear out all alien life forms. If you use the trick with the fire shield I mentioned previously, you'll probably only face a single Zombie distracted by a dead body. Once you secure the area, you can have some fun with Explosives. Drag the box marked "Explosives" into the path of the test fire beam. Once you get it into position, go to the test fire button, hit it, and duck for cover. An explosive chain reaction blows a crack in the floor large enough for you to fit through.

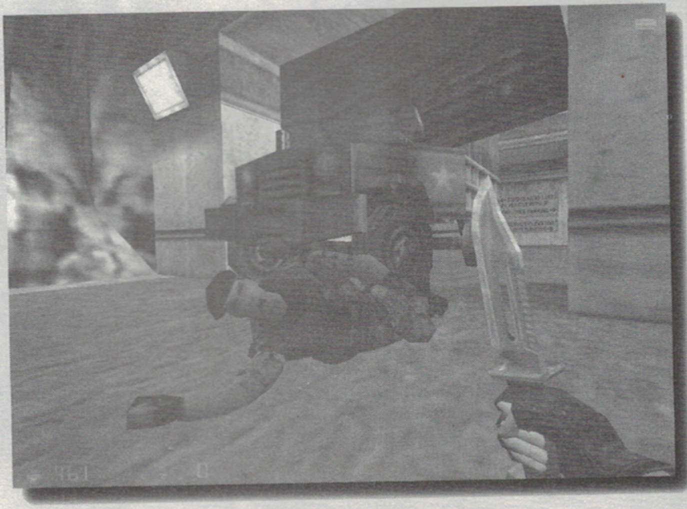
Below the Gonome nest, you'll find a maintenance tunnel with pipes and poor lighting. Another Gonome and some Headcrabs lurk down here, so beware. Once you reach the end of the tunnel, you must use your Night Vision Goggles to see through the dark vent.





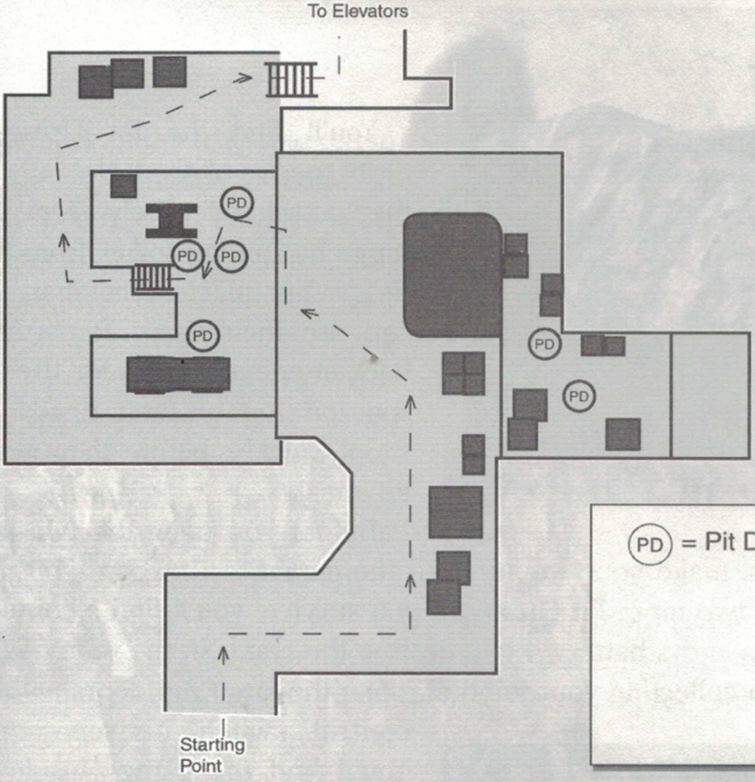
Health
Battery
9mm
Hand Grenades



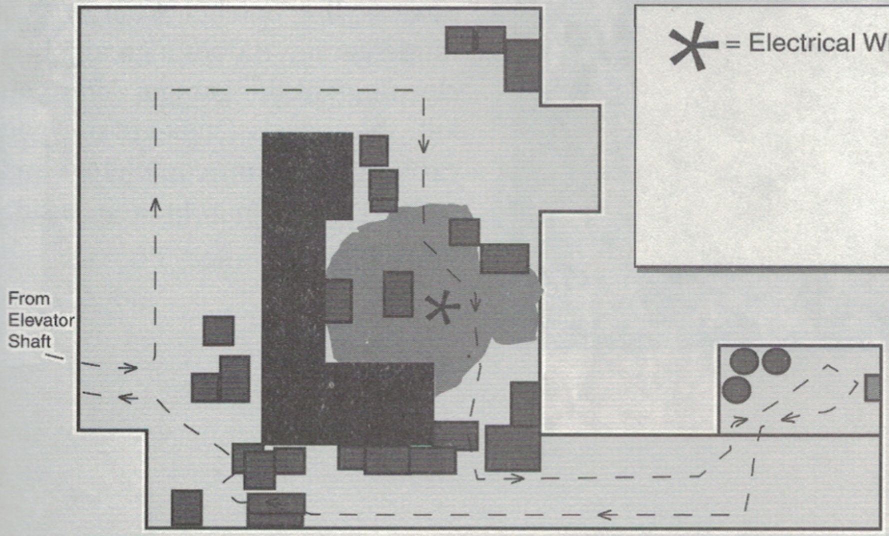


After you travel through the underground tunnel and the vents, you will come out onto a concrete platform above a driveway. Drop down to the lower cement structure (but not down to the road) and go into the broken vent while wearing your Night Vision Goggles. It looks like a fellow soldier dragged himself in here to die with dignity. Pick up the unused Shotgun ammo and Launcher Grenades.

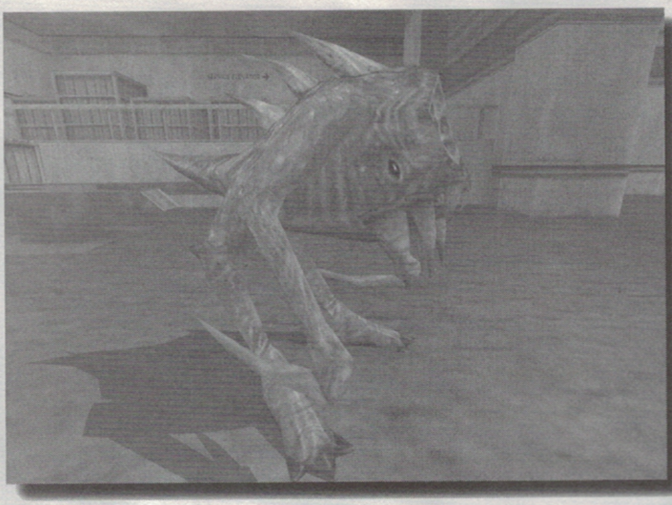
In the driveway area, you'll see a truck smashed by a broken garage door. Here you'll receive a warning from a dying fellow soldier. Despite his final concern, you must continue. As you proceed through the garage areas, you get your first look at the Pit Drone aliens running overhead.


To Elevators
PD
PD
PD
PD
PD
PD
Starting Point

PD = Pit Drone

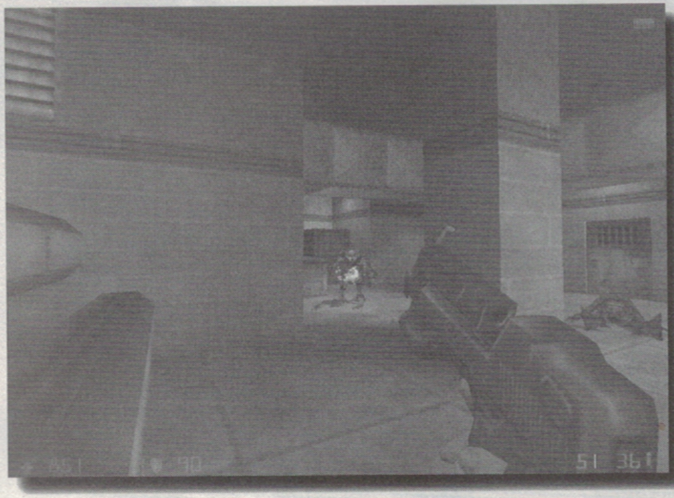

From Elevator Shaft

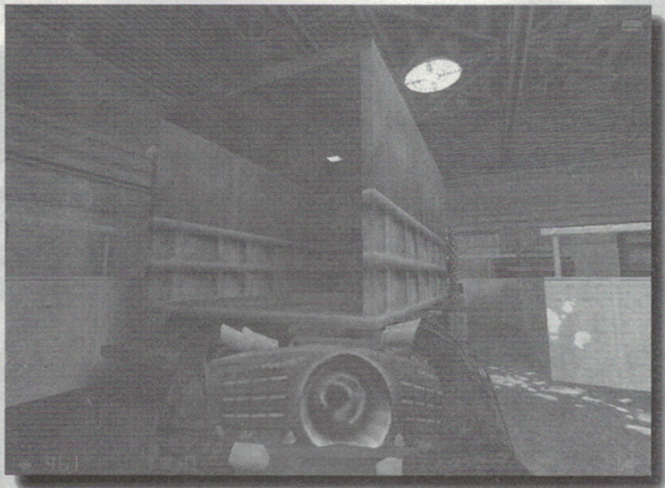
* = Electrical Wire



You'll find the Pit Drones a nasty species of alien. Not only can they attack effectively from long range by spitting spikes from their heads, but in close combat, they can use their sharp forearms to hack at enemies. Aim for the pink spot on top of their heads and shoot quickly, before they get off an attack.

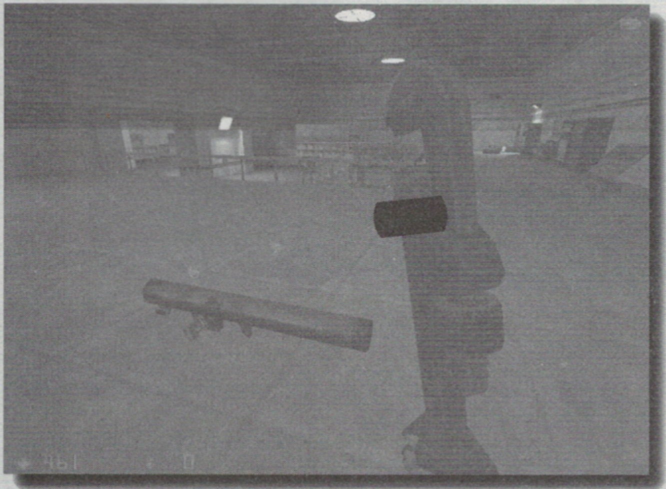
Before you open the two large red doors, make your way around the garage hall, where you must deal with two more Pit Drones. If you survive, you'll find a couple of health kits and a battery if you destroy the crates in the room. When you finish collecting your goodies, open the large red doors with the control switch between them. You'll find the garage inside full of Pit Drones, so you must act quickly to defeat them. If you still possess the Satchel Charge you found earlier, it does a great job of cleaning out the garage. After you kill the beasts, make sure you explore the room completely and gather everything hidden inside the crates.

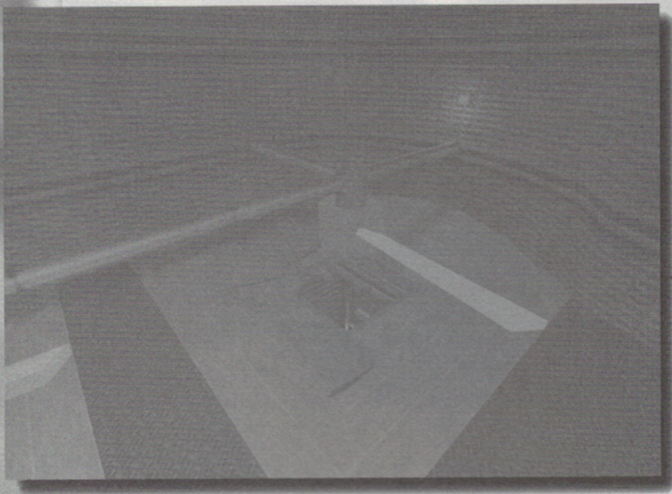


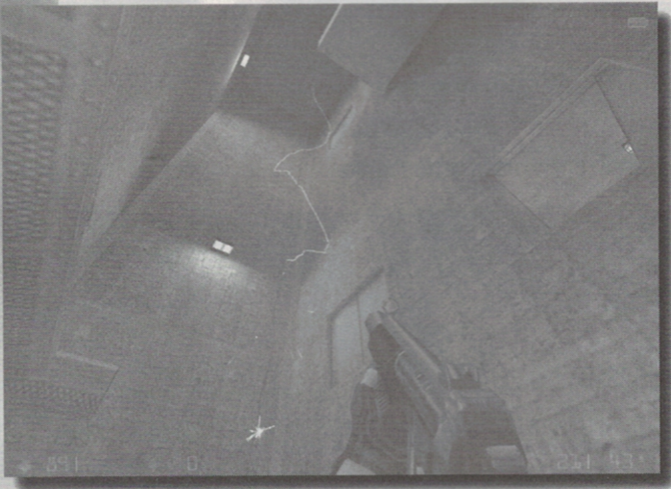


The back of the truck parked in the garage contains a crate in which you'll find another new weapon—the Trip Wire Mine. You can use the Trip Mine to plant traps for pursuers or cover your back. You can drop the Trip Wire Mine anywhere, and, after a second or two, it will turn on a blue beam. If anything breaks this beam, the mine will explode, causing considerable damage to anything nearby.

Inside one of the crates in the garage repair room sits a powerful Rocket Launcher. We have done our best to train you to use whatever weapons you may find in the field, but if your grunt mind needs a refresher course, I'll give you one: Alternate fire mode activates the laser-targeting indicator. When you fire with the laser on, your Rocket will fly toward the red laser dot. You can redirect the Rocket in flight by re-aiming the laser dot. Or if you want to fire and forget the Rocket, letting it shoot on a straight path, toggle the laser off before you trigger the weapon.



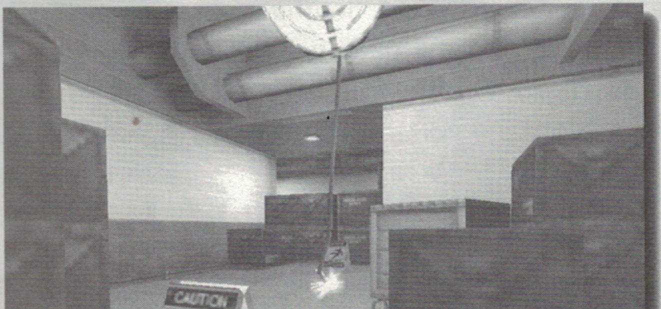




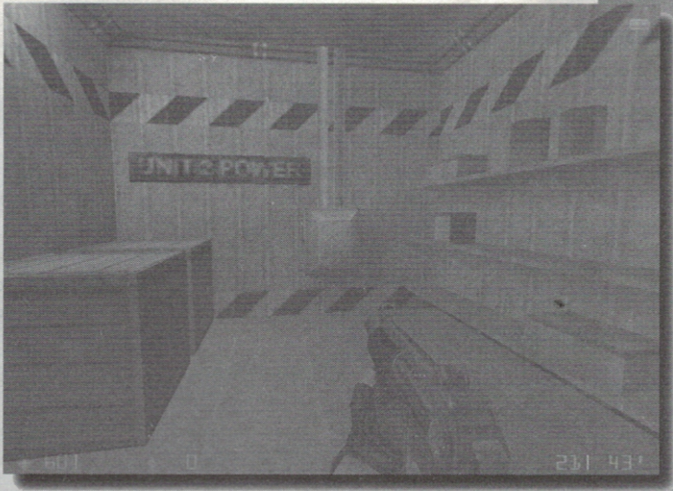
Coming up the ramp from the garage repair room, you find a broken elevator shaft. The Scientist there doesn't thank you for dealing with the two Pit Drones harassing him. It's up to you to decide how you want to deal with him. In any case, you must keep moving.

Here, you must climb to the top of the shaft. However, because the cable you need to climb seethes with electricity, you must first shut down the power. Climb down the shaft using the ladders, then go up through the broken elevator car.

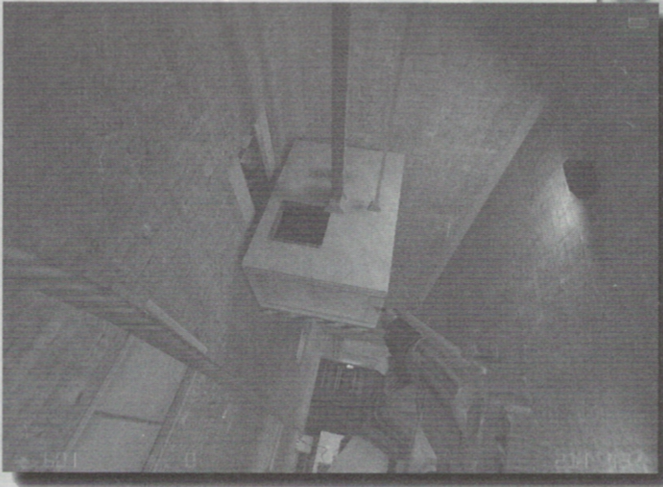
Here you need to skate across an icy floor. Move carefully on the slippery surface. You may find it difficult to keep yourself from sliding into the electrical wires. Eventually, you must climb the frozen boxes to get back to the power switch room. If you find yourself slipping too much, try moving forward in a crouch. In that position, you can more easily control your movement on low-friction surfaces.



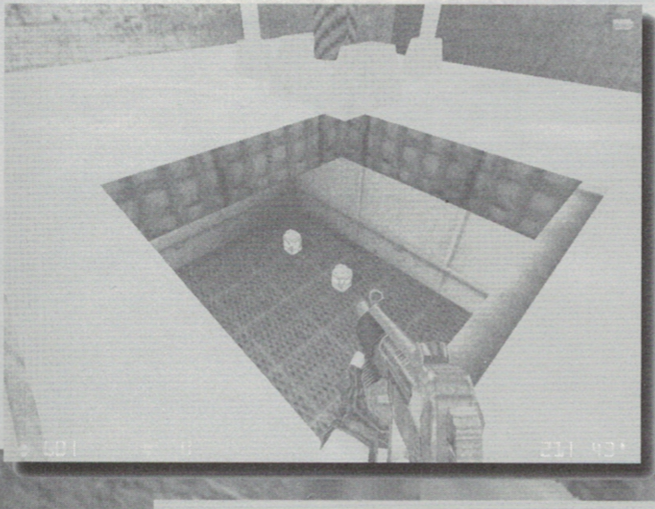
Just beyond the slippery floor waits this power switch. Once you flip it, the electricity in the elevator shaft will no longer bother you. After shutting off the power, return to the elevator shaft and prepare for your ascent. If you don't want to cross the slippery floor again, you can jump up the stacked boxes to find yourself near the elevator doors you used to enter this area.

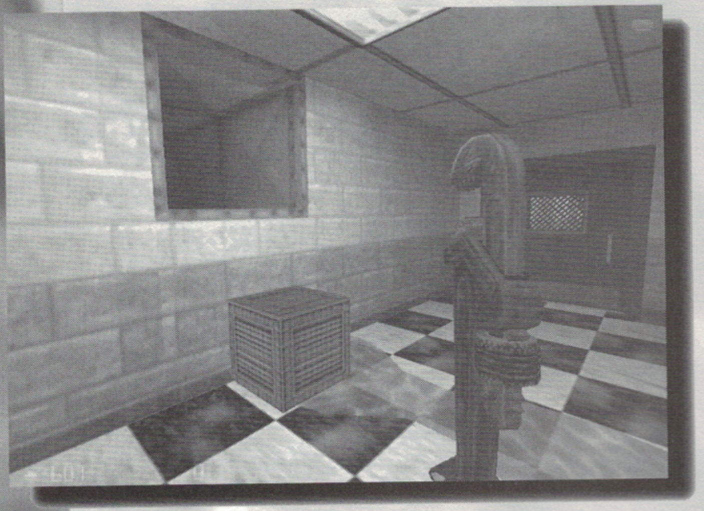


Back in the elevator shaft, you have to get over your fear of heights and climb as high as you can. When you reach the highest point you can by climbing ladders, walk along the ledge until you line up with the cable. You can climb this cable like a rope. Simply jump on and climb up as if you're on a ladder. From the highest point on the rope, jump onto the elevator car to enter the next area.

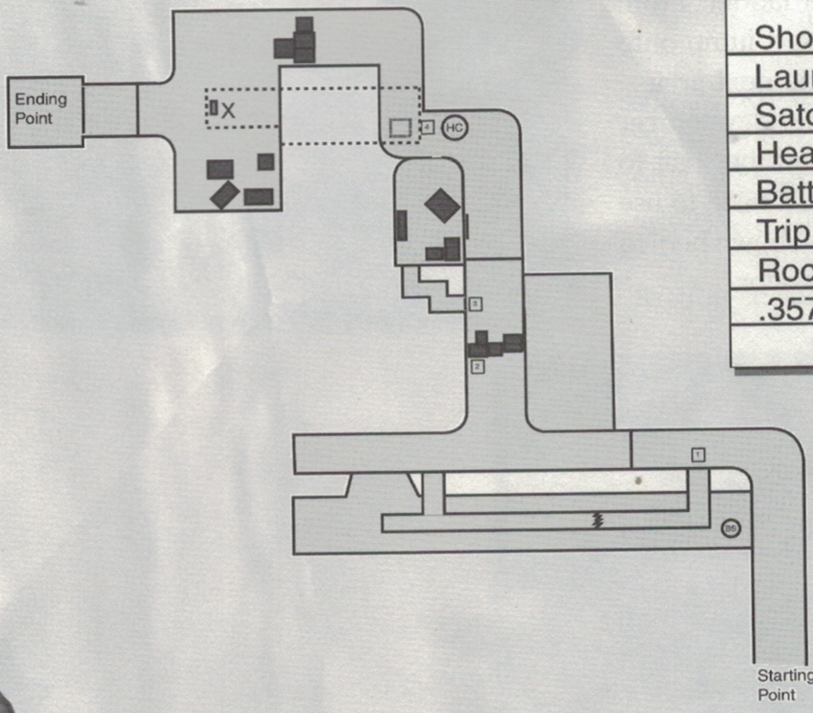


Drop into the top of the elevator car located at the highest point of the shaft to pick up power canisters. You'll need to use your Night Vision Goggles as shown here to see inside the dark, dead elevator.

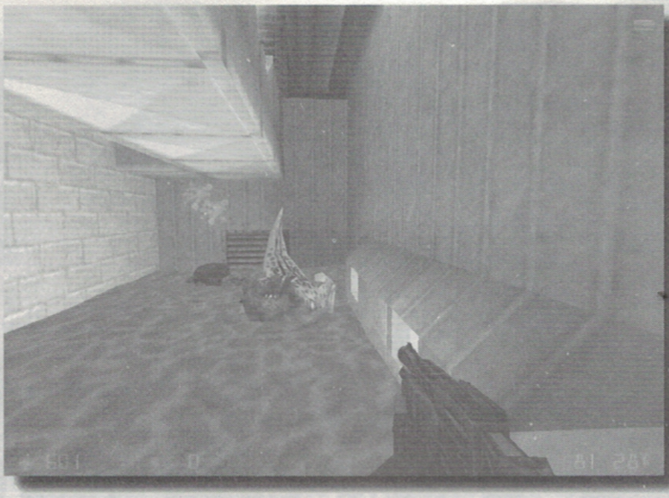




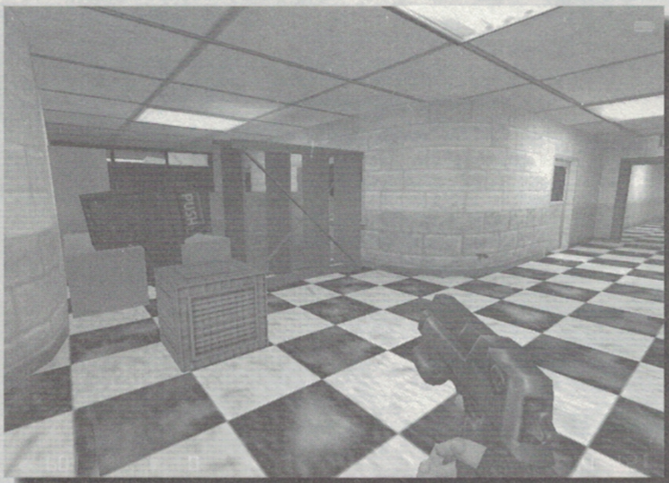
As you come around the corner in the hallway, you will see a locked red door. These red doors will only open from one side, and you're not on that side. In front of the door, you'll find a small wooden box. Salute this box and name it if you want to, because this little item will become your best friend during the next few challenges. First, climb onto it to get into the vent in the wall. When you enter the vent, it will break and fall. Don't panic, just continue down. If you explore the section behind the walls carefully, you can find the weapons and ammunition of a fallen soldier.



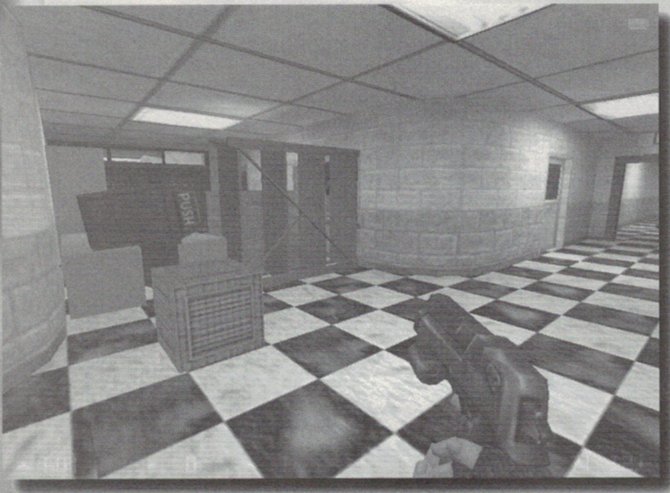
Shotgun ammo x 2
Launching Grenades
Satchel x 2
Health x 2
Battery x 5
Trip Mine
Rocket Launcher
.357 ammo



Behind the vent shaft that breaks and falls, you will come across a Bullsquid. This alien gets its name from its squid-like appearance. Watch out for the Bullsquid's flying acid spit. Despite that deadly ranged attack, you'll find it easier to defeat this thing from afar. The Bullsquid's close-up attack will knock you off balance and do quite a bit of damage.



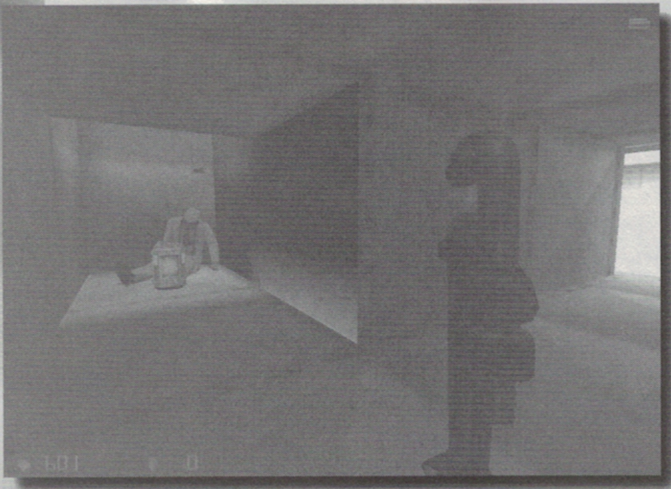
Now you find yourself on the opposite side of the red door that blocked your initial progress in this area. Go through the door, get your pet box, and drag it to the junk piled up in the hall. It looks like the civilians here barricaded the halls to keep the aliens out. You can use the box to climb up onto the trash can and proceed down the hallway.

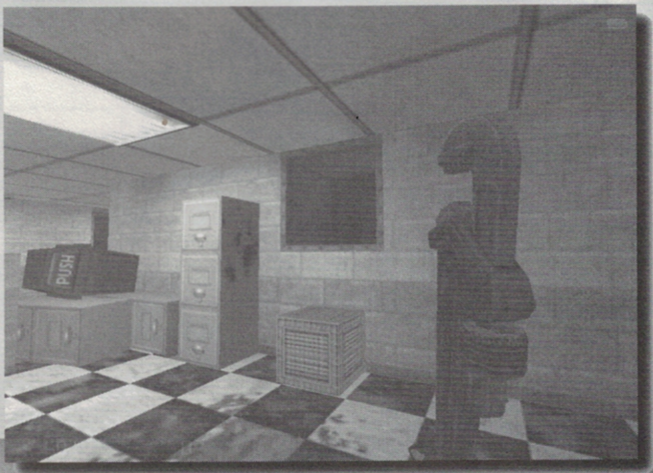


Once you reach the other side, you'll notice another vent just out of reach. Unfortunately, you don't see a way to drag your pet box to this side of the hall. However, if you lob a Grenade into the shattered office window near the explosive box, you will set off an explosion that blows the doors and walls out of that room. Make sure you stand a safe distance away before the blast. The explosion opens up a passage to bring your box through.

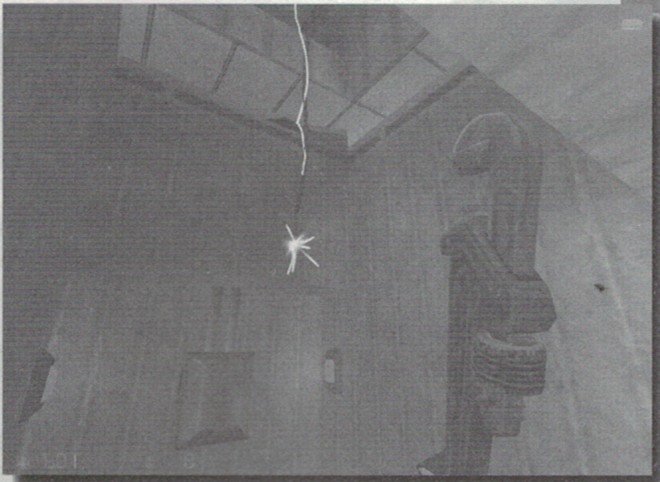
Use the box to reach the vent across from the junk pile. In the vent you'll find a power battery.

Place the box underneath the vent to proceed into the next area of the office space. Beware of the Headcrab waiting in the vent shaft for you.

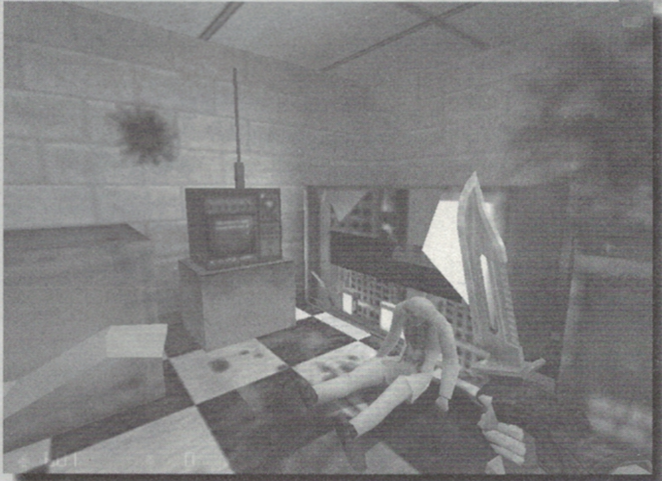




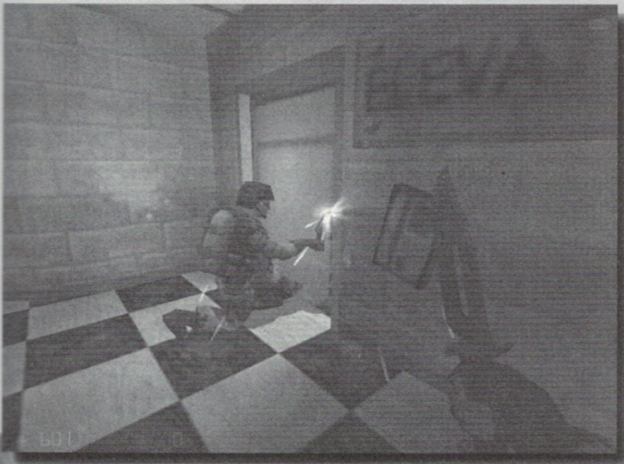
If you like, you can again retrieve your trusty box through the red door once you reach the other side. Drag it to the hole in the floor, drop it in, and follow it down. Ignore the Scientist hiding there—no need to waste ammo. Lastly, shut off the power so you can climb onto the box and climb the cable up and out of the pit. You won't need to take the box with you into the hole unless you have trouble with ropes. If you can manage to jump onto the rope, you probably won't use the box.



I am sure that by now you have located the radio. The poor civilians here probably found the thing and called for help during their last stand. But if you call on the radio, you'll hear from a couple of your soldier friends nearby. They'll come to your current position. Now you have a Torch Engineer.



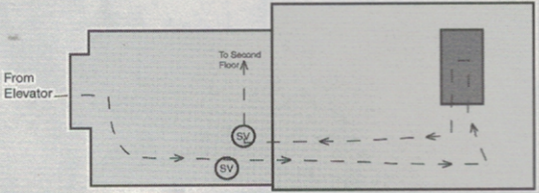
Use the Engineer to cut into the sealed elevator door. Then have the soldiers follow you into the elevator if you want their help.



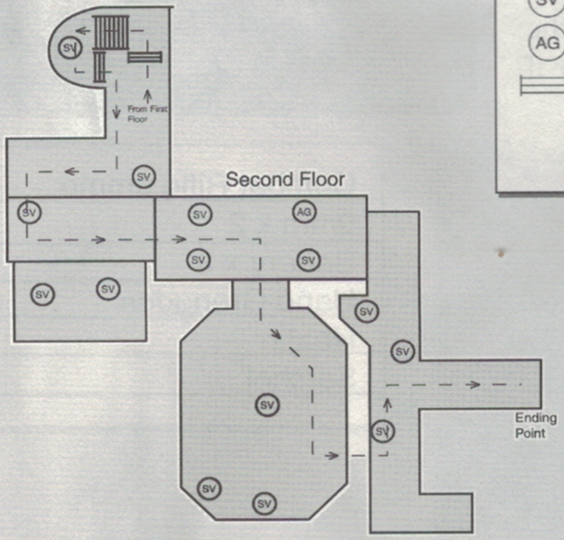
Combat Rifle ammo
9mm x 2
Battery x 3
Hand Grenades
Health
Satchel

FRIENDLY FIRE

You have an opportunity to put your management skills to use in the office complex that you enter when you come out of the elevator. If you lead competently, both the Engineer and the regular soldier should remain with you through this specific mission. The best way to ensure that your men stay alive? Show them by example how to fight the many Vortigaunts that warp into the room.


From Elevator
To Second Floor
SV
SV

First Floor

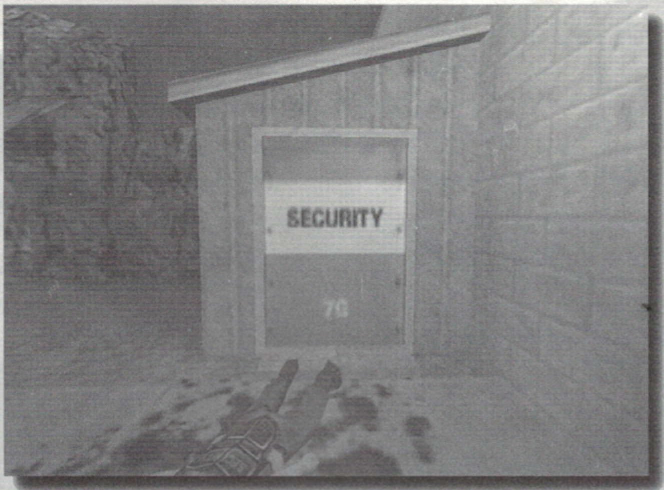

SV
From First Floor
SV
SV
SV
AG
SV
SV
SV
SV
SV
SV
SV
SV
SV
SV
Ending Point

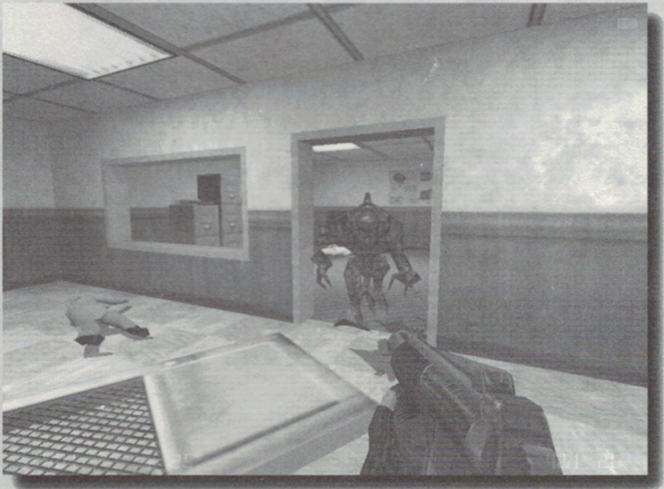
Second Floor

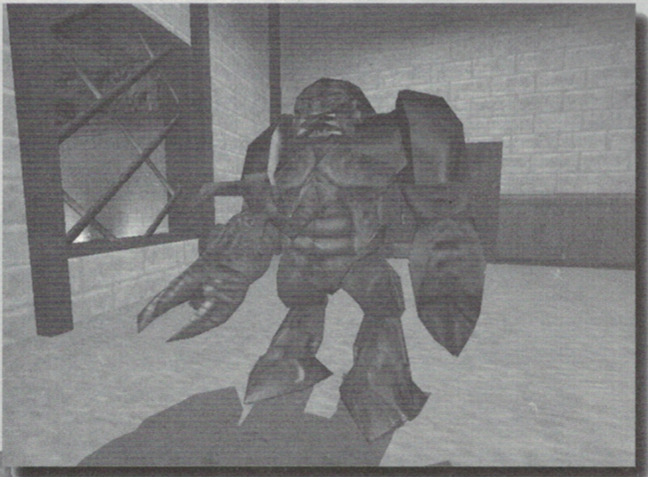
(SV) = Slave Vortigaunt
(AG) = Alien Grunt
▤ = Steps up

On the first floor of the office complex, you'll find a sealed metal door. Command the Torch Engineer to cut through it, and you will gain access to the outside grounds. Find the security station and pick up some Shotgun ammo and a Trip Mine. If you can figure out how to climb up onto the roof of the building you came from, you'll find another battery.

Travel up the stairs and fight the next round of Vortigaunts in the offices. No matter how fast you and your squad charge into the offices, you can do nothing to save the Scientists inside. But you can gather the health kit and ammo in the room after you and your squad take down the aliens. Notice the blueprints and diagrams on the walls and tables in this area? It looks like the Scientists were developing some sort of tool here.

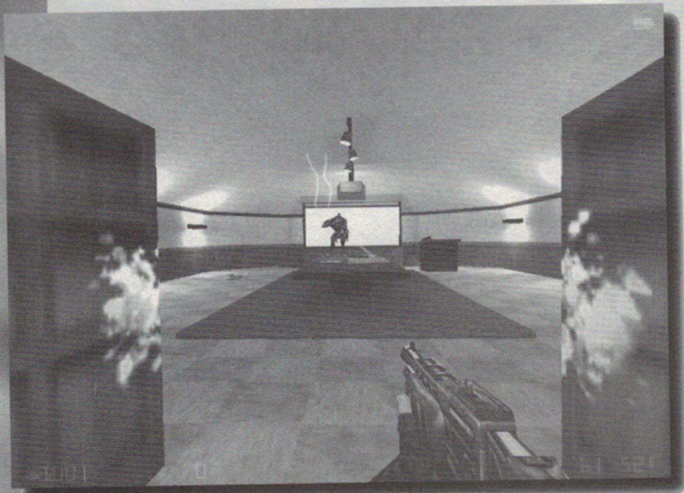




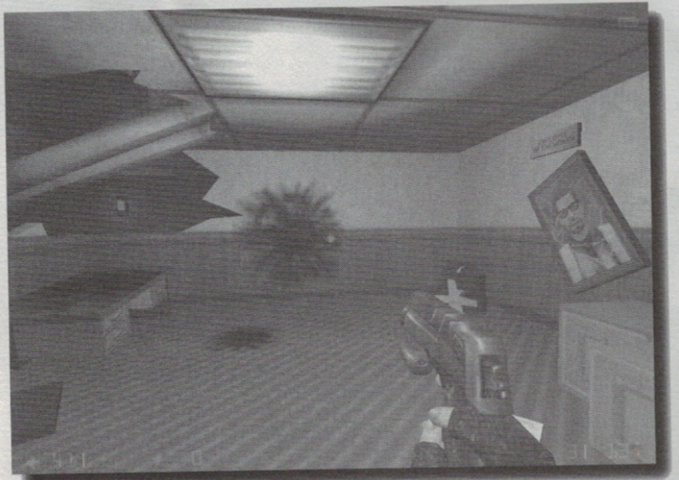


Hopefully, your squad remains intact so you can fight the handful of aliens that drop in on you in the hallway. I'm sure that by now you know the Vortigaunt like you know your own mother and have mastered a strategy for killing it. Just to keep you on your toes, a new alien falls

into the hallway with the Vortigaunts. Call this very large creature an Alien Grunt. These aliens look more like human soldiers than any enemy you have seen so far. The Grunt wears armor and carries a nasty weapon called a Hivehand. It shoots out hornets that fly around, homing in on their targets. Aim for the torso of the Grunt where you see exposed flesh.



After the battle in the lobby, enter the double wooden doors that lead into the boardroom. Your squad can help you secure this area by taking out the three Vortigaunts inconsiderately tearing apart the room. These aliens make a mess of the room by ripping up the projector screen and knocking over the podium. A fourth Vortigaunt will break through the left wall, creating a passage that you and your remaining squad can travel through.

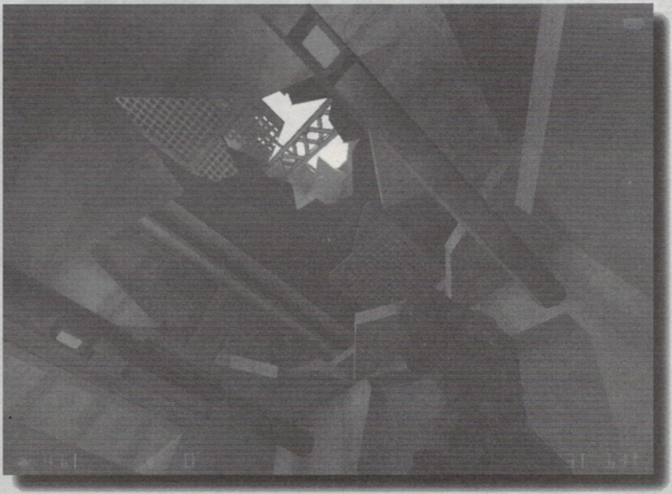


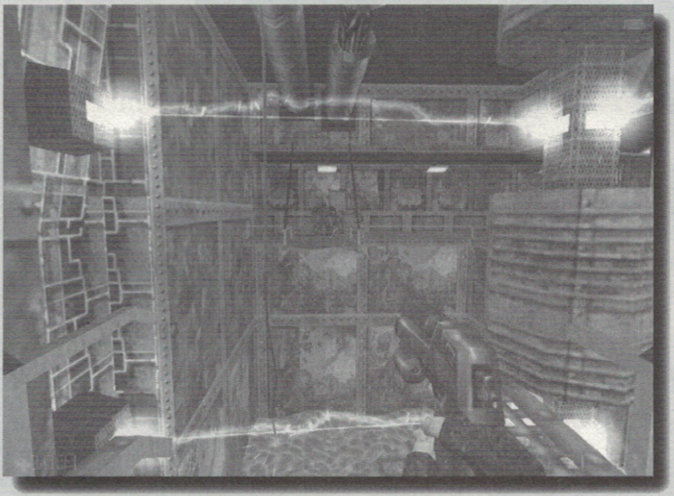
On the other side of the now-open wall, you enter a hallway populated with several more Vortigaunts. After you and your men eliminate the opposition, a large explosion takes place, and the hall fills with smoke. The disaster creates a gaping hole all the way from your current floor up to the surface. Inside the destroyed office, you can see a damaged wall hanging that once celebrated Black Mesa Research Facility's "Employee of the Month."

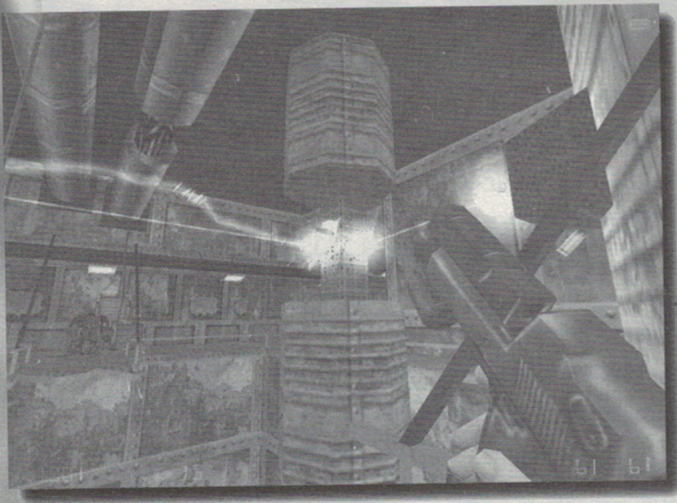
Trip Mine
Shotgun
Battery x 2
9mm
Health x 2

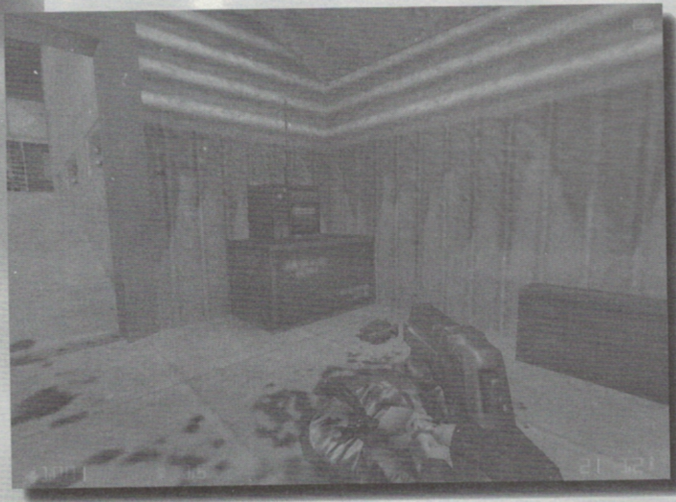
For the next challenge, you will travel on a solo mission, which means your soldier comrades must fend for themselves. Your obstacle course training will come in handy once again. You will embark on a grueling physical challenge that involves a great deal of climbing and jumping. You must work your way to the outside surface, many floors above you. Use whatever downed vents and broken pipes you can to get to the higher levels. Make sure you investigate darkened areas with your Night Vision Goggles on the way up, because you may find items here and there.

You'll find the power generator room particularly difficult. In addition to fighting off two angry Alien Grunts, you must also traverse the room on swinging wires. You can eliminate the first Alien Grunt quickly by shooting a Rocket at the explosive crates behind the creature. The second Grunt will run up to where the first one died. If you have used your Rocket Launcher conservatively, you probably have another round available to take out the second Grunt.





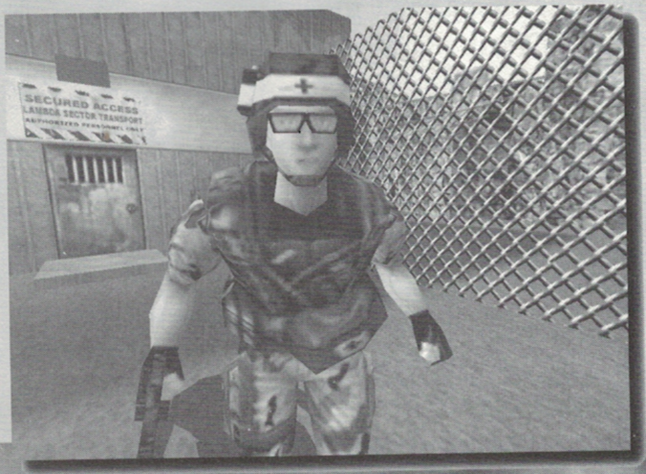


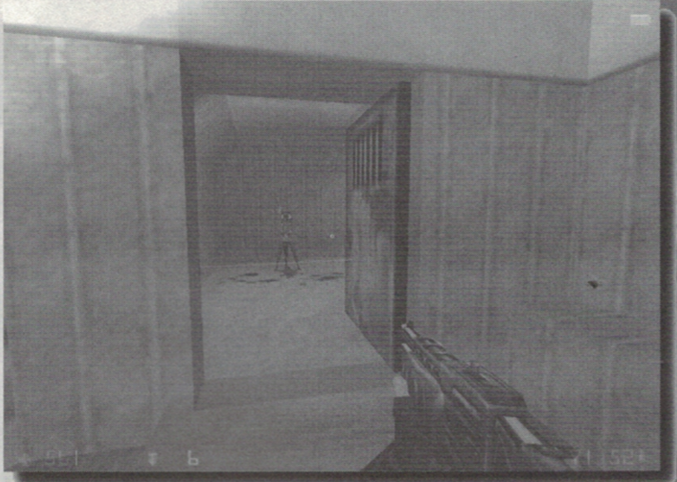


A rope-climbing expert could possibly swing across the broken bridge, avoiding the electricity and taking very little or no damage. However, you can make your life easier (not that the life of a soldier should ever be easy) if you shoot the generator in the middle of the wall on the left. That will shut off the electricity. You can also shut down the power generator by damaging any of the coils that emit electrical beams.

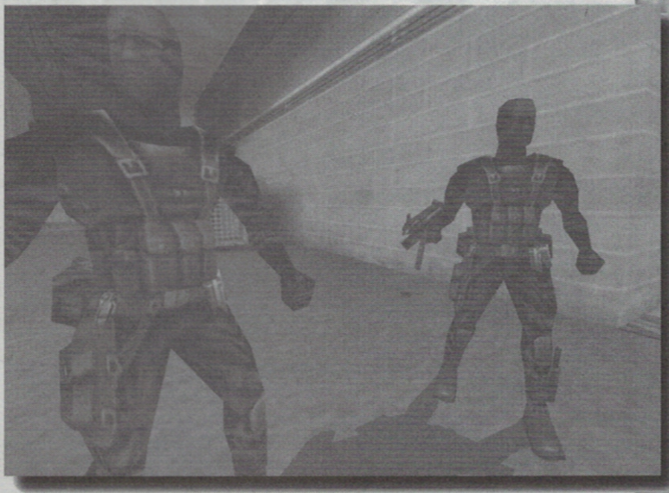
Just past the rope challenge and up the lift, you will find several Houndeyes guarding another soldier radio. You can see that the Houndeyes have already claimed one victim. If you use the radio, you'll hear a soldier requesting backup. His squad is under heavy attack by a group of Black-Ops. To reach the soldiers, continue your climb to the surface. Make sure you grab the valuable ammunition and supplies the dead soldier left behind before you continue.

Once you reach the surface, you will meet up with a Medic. Use the Medic to treat your wounds if you need help. There is no shame in a soldier asking for medical aid when he gets wounded in the field. After scouting around, you will discover your only route takes you through the broken vent sticking out of the wall.





If you want to make your life easier, open the only unlocked door and take out the automatic turret. Around the corner, you'll find a couple of Trip Mines. You can safely clear these with a Satchel Charge or a couple of well-aimed bullets. Then you'll run into a door locked from the inside. But don't worry, you'll return through here later and enjoy a smoother trip because of the work you just did to clear the place out.



If you proceed through the vent slowly and don't give away your position, you can do a little spy work. Two Black-Ops Assassins discuss their plans for Black Mesa. The Marine Corps would never stand for such unprofessional conduct from its elite. These Black-Ops Assassins fight very well, however, even if they don't understand the concept of confidential material. What that means, Soldier, is that you must come out of that vent ready to do battle.

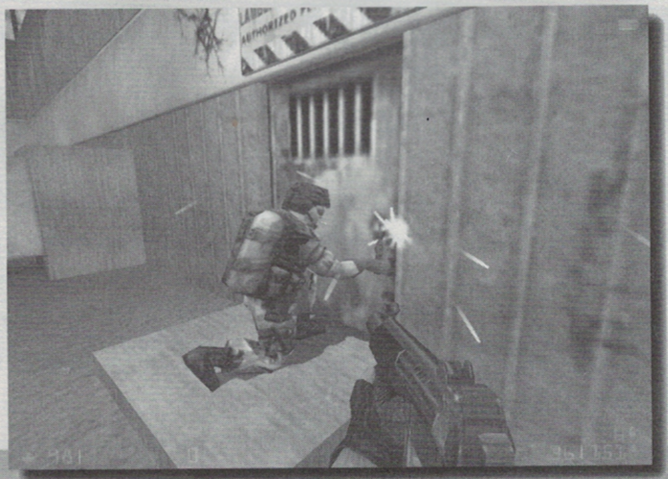
To defeat this elite fighting team, you must fight smart and move fast. Use your environment as cover and make sure you aim carefully. You face a total of five Black-Ops in the Missile room, so you can collect plenty of weapons and ammunition if you defeat them all. It should only take

you about 10 seconds to realize that this room contains a giant Nuclear Missile. I wouldn't advise lobbing Grenades or Rockets too close to the warhead. If it explodes, you won't survive.

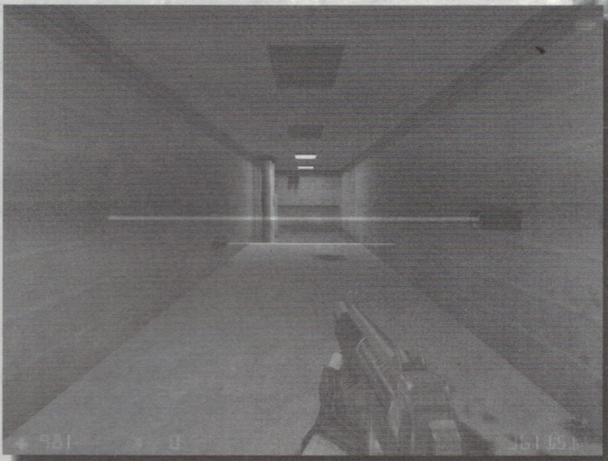
After you kill the Assassins, you should find a switch that opens a small storage area. A badly wounded Engineer lies on the floor, trying to recover from an apparently grueling interrogation. This soldier won't survive unless he gets immediate medical attention. Find the small metal door sealed with wooden planks and break through. This will lead you back out to the Medic.

Bring the Medic back to the Engineer and watch medical science in action. You can then command both soldiers to follow you back outside to the sealed door.

The Engineer will cut open the door, but unfortunately, this will mark his last act of heroism. A turret gun positioned just inside the door will



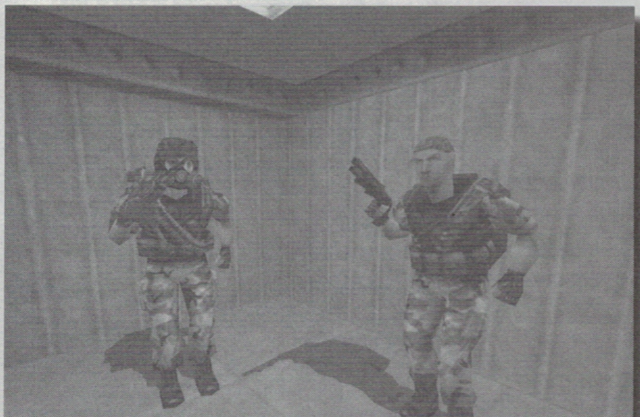
usually take him out. If the Medic has quick reflexes, he will shoot the turret before he, too, dies. If the Medic can't handle the turret, you must lob or shoot a Grenade, destroying the stationary weapon. If you manage to destroy the turret before it kills the Engineer, he can help you in the next area. The Engineer carries no weapons, but at least he can draw fire if he survives this encounter.



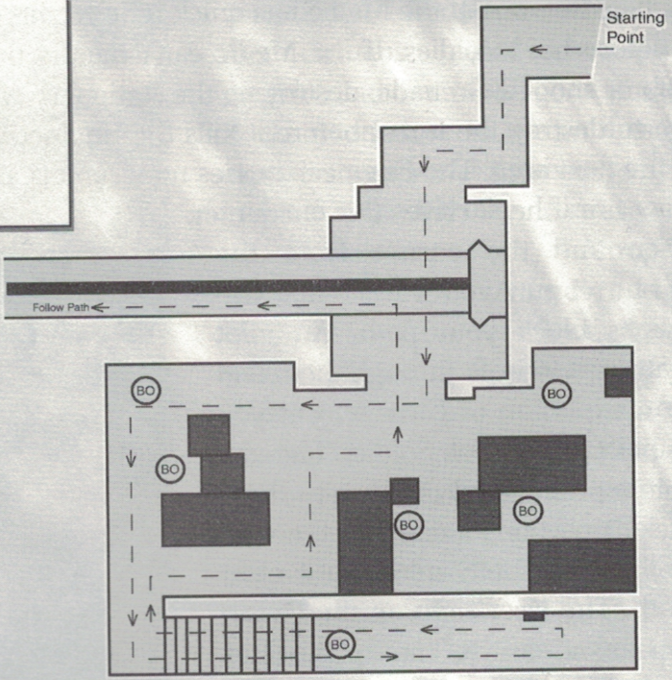
Just around the corner from the downed turret gun, you will see that two Trip Mines block your path. An idiot would attempt to walk through them and die in an explosion of carnage. But you can do better than that, Soldier. Use any gun from a pretty good distance to shoot the black Trip Mine attached to the wall. This will trigger both mines and clear your path. The laser sight on the Desert Eagle makes it easy to line up the shot. Or you can simply lay a Satchel Charge and retreat to a safe distance before detonating it.

Unless you are some kind of Rambo, the two soldiers you meet up with at the end of the hall prove integral to your success on this next mission. Listen to them update you on the situation, then prepare them for the battle that lies ahead and make them part of your squad.

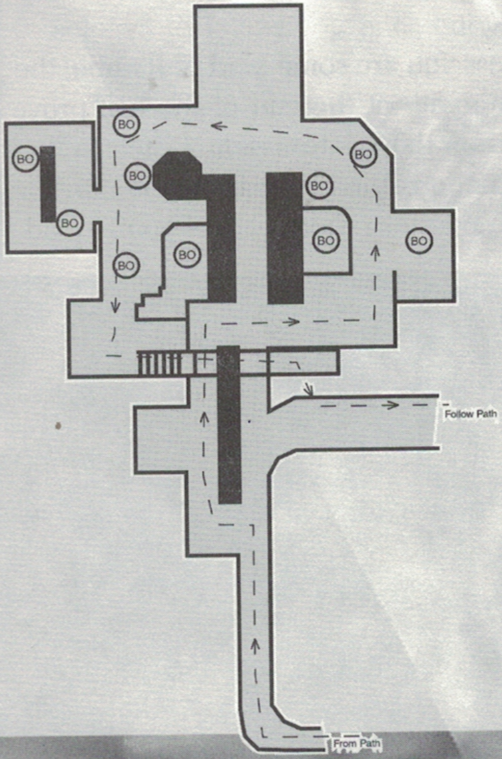
Battery x 2
Lauching Grenades
Hand Grenades
.357 x 2
Shotgun ammo x 2
9mm x 4
Health x 4
Trip Mine
Pistol
Satchel x 2

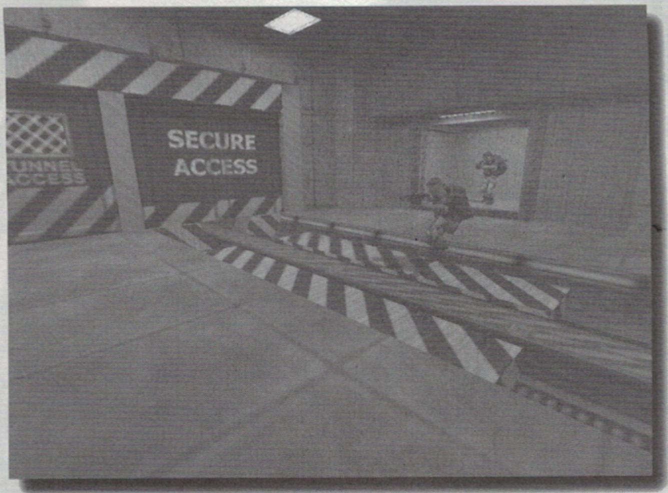


(BO) = Black Ops Assassins

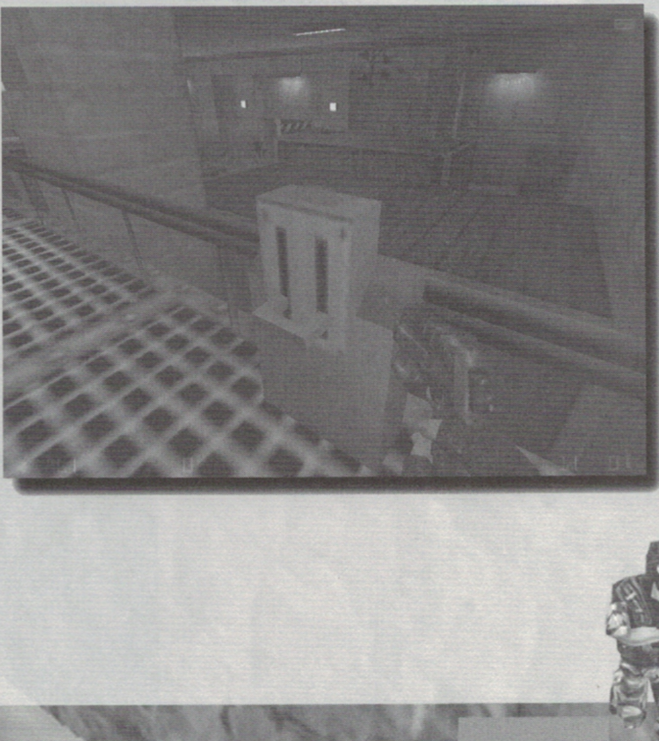

Starting Point
Follow Path
BO
BO
BO
BO
BO
BO

(BO) = Black Ops Assassins

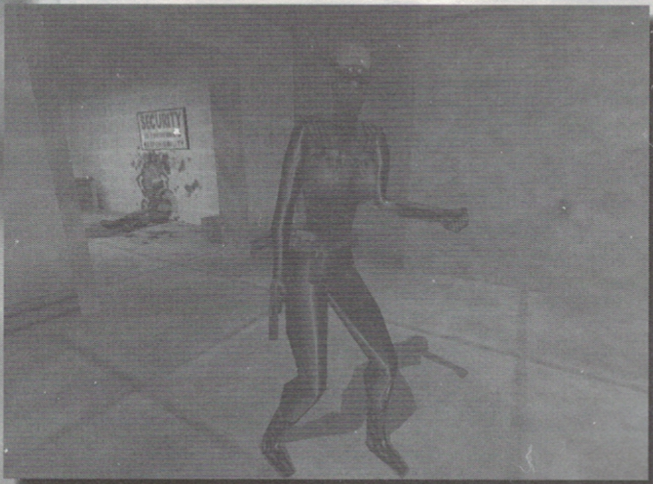

BO
BO
BO
BO
BO
BO
BO
BO
BO
BO
Follow Path
From Path



Take your squad across the tracks. They run on electricity, so watch your step. Place the troops in a cover formation so they can deal with any enemies that emerge from the next room. Run into the storage room and shoot at the first female Assassin you see (you'll find her to the right) then bail out, retreating to the track area where you positioned your soldiers. This guerilla warfare tactic will alert all of the other Black-Ops in the room. They will come out of hiding one or two at a time. You and your squad can probably handle them in small numbers. But these five women possess great speed and agility, so don't underestimate them. They can even back-flip up onto the storage containers and shoot at you from above. The first four lurk in and around the boxes, and the fifth will wait to ambush you on the stairs.



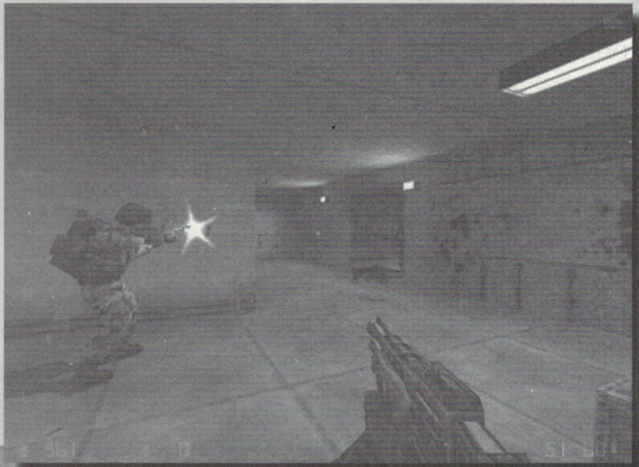
At the top of the stairs lies a lever that opens the security door along the tracks. You'll find it safer not to make a run for this switch until you eliminate all of the Assassins.



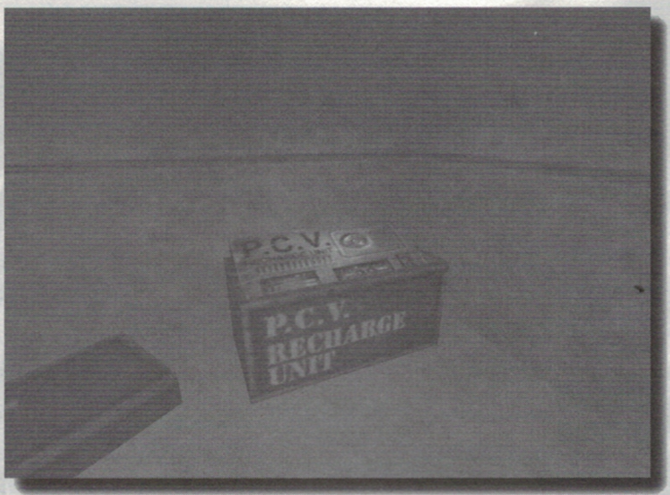
Beware of the agile female Black-Ops Assassins. They can do back-flips from the floor up onto high platforms, where they can get a tactical advantage on their targets. Although they move stealthily, they are not completely silent. Sometimes you'll want to wait in a safe place until you hear their footsteps coming after you. Then get ready to unload. These Assassins are relentless.

In a small alcove down the side of the tracks, you can take a break and heal. In boxes, you will find a couple of health kits and some .357 and 9mm ammo.

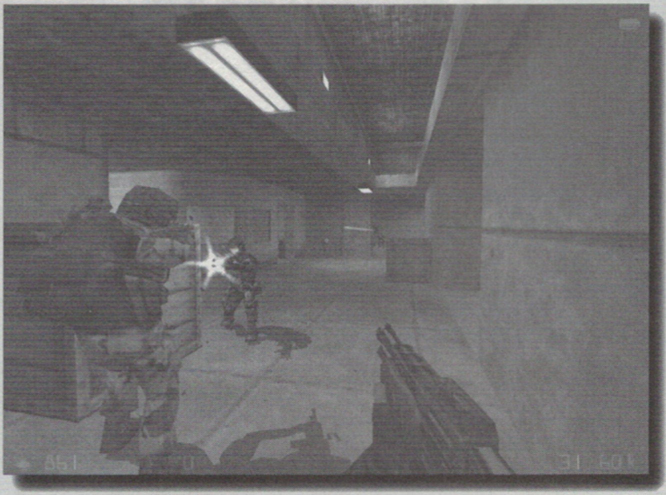
Hopefully, you and your squad can rejuvenate enough for this next battle. If you managed to keep the Medic alive in the previous area, he can heal you and your squad. Remember that you must release the Medic from follow mode in order for him to leave your side long enough to treat other squad members. In any case, the same combat tactics you used before work here, too. Run in shooting and then back out, letting the Black-Ops Assassins come to you. These Assassins aren't very sly. In fact, you can hear their footsteps as they run at you. When you can count four dead attackers, consider the area cleared.

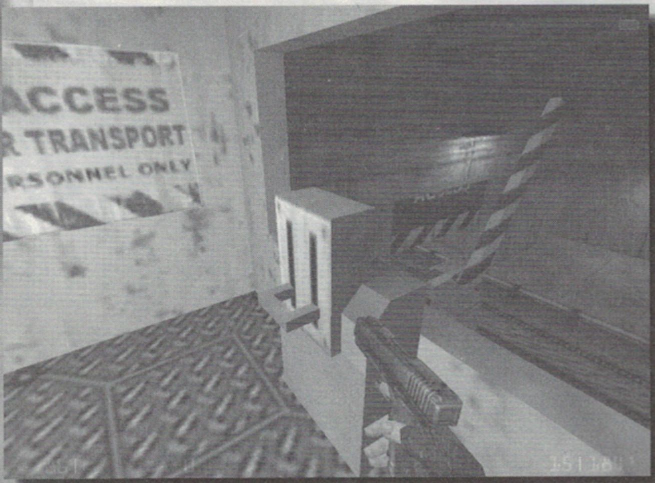


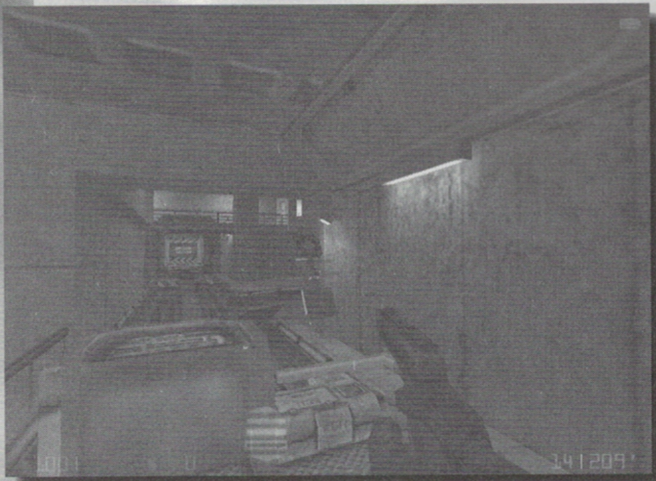
Advance your position and gather all of the health and ammo you can. You'll even find a portable PCV charger box in one of the storage rooms.



You'll find the third and last phase of this battle against the Black-Ops tougher than the others. As soon as you round the corner toward the tracks, two Black-Ops start firing at you. Once you kill them, you must go into the room. These Assassins prove less gullible than the ones you fought earlier. They won't come out to meet you. Just inside the hallway, you'll find a crate to the left that you can use as cover. Push it along with you down the hall, and when you see a Black-Ops Assassin, come out just enough to fire. In the room to the right, an Assassin lies in wait, so don't go crazy running in to pick up ammo and health before you clear the area. Instead, throw Grenades or Satchel Charges into the room to eliminate the targets. Once you kill all the enemies in the area, collect all the ammo and power-ups you can find before moving on. Check the items list to make sure you grab everything.



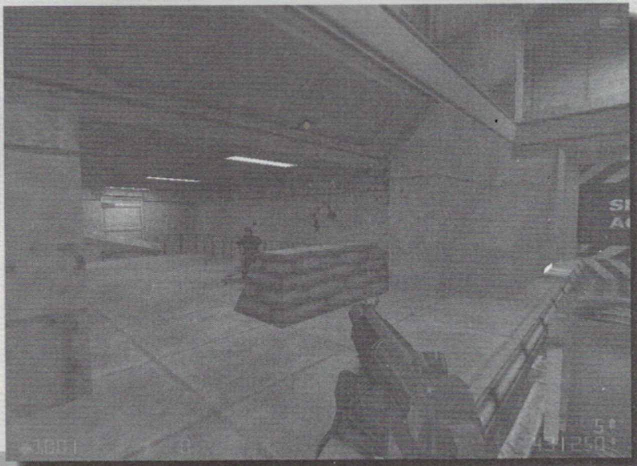




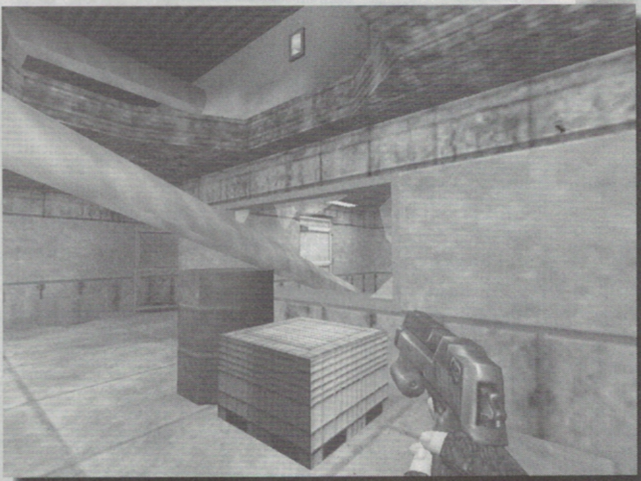
Finally, head up the stairs and hit the lever to open the path for the car you may have seen sitting on the track.

Once you open the track path, run back to the rail car and use it to drive backward until you pass the fork in the track. Shoot the wall switch on the right to change the direction of the track, then drive forward. As you round the corner, make sure you duck underneath the electrical wire hanging over the track. Eventually, you'll drive past a scenic overview of one of the areas you visited earlier. Finally, you will ride for a while until you come across a closed door and the end of the line.

A single Black-Ops Assassin hides behind self-made cover to the left. Once you know where he lurks, you can back out of his line of sight and lob Grenades onto his position until you get him.

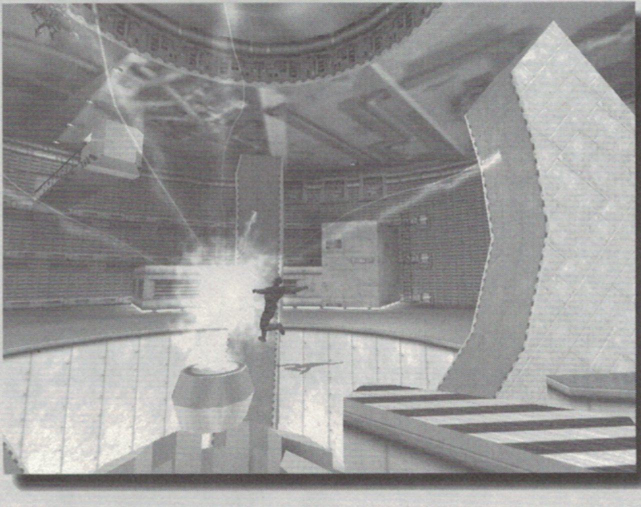


Proceed to the left and jump through the broken window. Using the crate and the barrel, you should have an easy climb into the ceiling opening. The trick is to position the barrel closest to the angled pole, then place the crate behind the barrel. Climb from the crate to the barrel to the angled pole to walk right up into the ceiling area, and from there into the air vent.



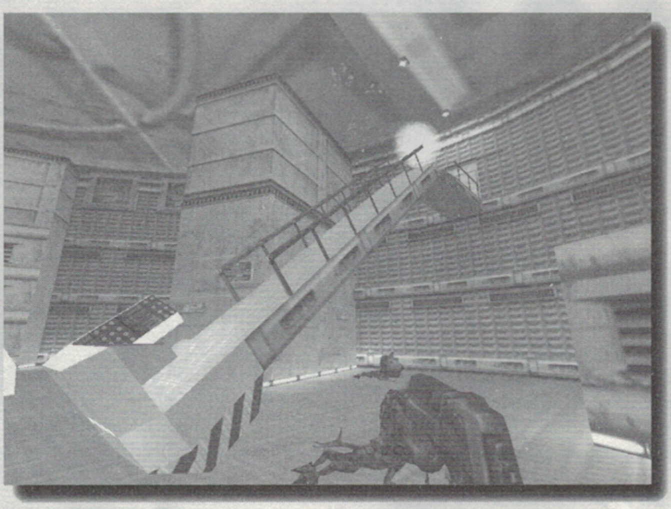
- Health x 5
- 9mm x 3
- .357 x 4
- PCV Recharger
- Hand Grenades x 2
- Shotgun ammo x 3
- Battery x 2
- Rocket Launcher
- Shotgun
- Desert Eagle

WE ARE NOT ALONE



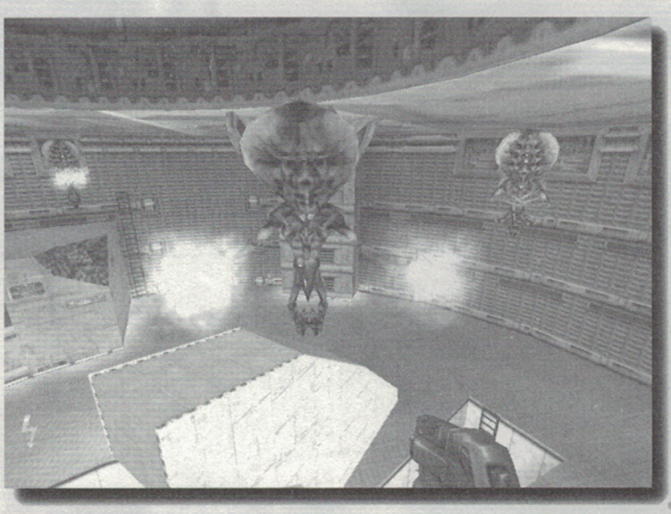
Once you leave the vent shaft, the hatch door opens to a giant teleporter, and you can hear a Scientist talking to someone we believe to be Gordon Freeman. Freeman jumps into the teleporter as you enter. You get there a second too late to do anything about it. If you follow Freeman through the teleporter, you'll probably arrive on the border world of Xen in a position you can't survive. So I don't recommend jumping into the

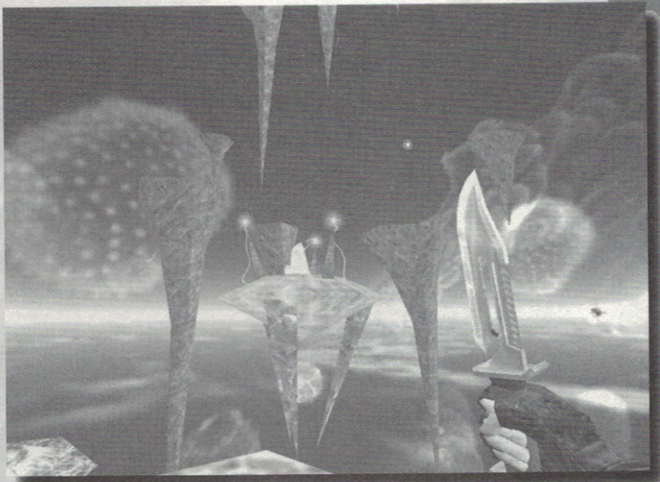
teleporter after him. But you'll find staying inside the teleportation chamber dangerous as well. Many aliens warp in through the instability created by the teleportation field. This presents you with a true test of survival. You must defend yourself to the best of your abilities and run around the teleporter in order to make it up the broken walkway.



If you manage to climb the broken walkway, you can reach the teleportation fields as well. This time, you'll safely relocate to a different area of Xen than the place Freeman went.

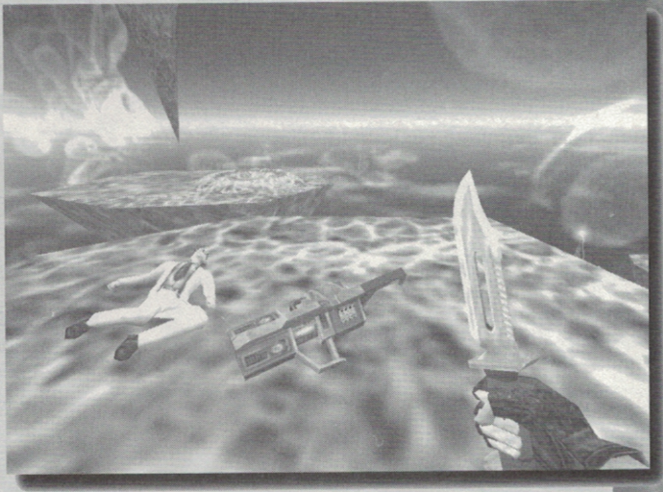
The large-headed creatures flying all around the transport room are called Xen Masters or Controllers. You'll find them difficult to kill but easy to avoid. They shoot slow and inaccurate fireballs, so if you keep moving, you can probably dodge them. But they do try to predict their target's movement, so run unpredictably when these creatures shoot at you, and you should do OK.





Health Wall Unit
HEV Wall Unit

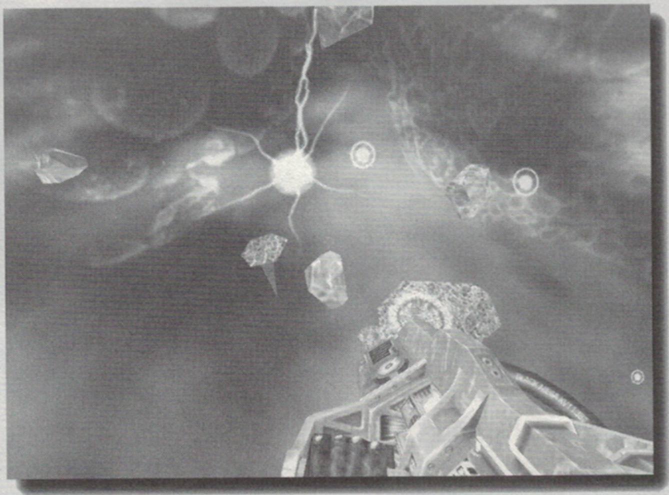
No, Soldier, this is not a dream. You have reached alien territory. Your best strategy? Look around a bit and acquaint yourself with the new gravity and oxygen levels. You have definitely left the Earth, and you can walk off the edge of the world here, so watch your step. From the platform you start on, you can jump to the nearest lower platform. There you'll find a dead HEV Scientist with a canister of cell ammunition that will prove useful once you find the Displacer. As you explore, you will find a pad on the ground that appears mucous-like. If you step on this pad, it will bounce you up in the air. You may need to practice a couple of times, but if you can master the jumps, this pad will bounce you to the platform much higher up. Don't bother trying to jump into the purple energy vortex underneath the orange crystal. This will kill you. Your goal lies high above. It's too bad you can't fly, like the mysterious, sprightly balls of energy that seem to climb up into space.



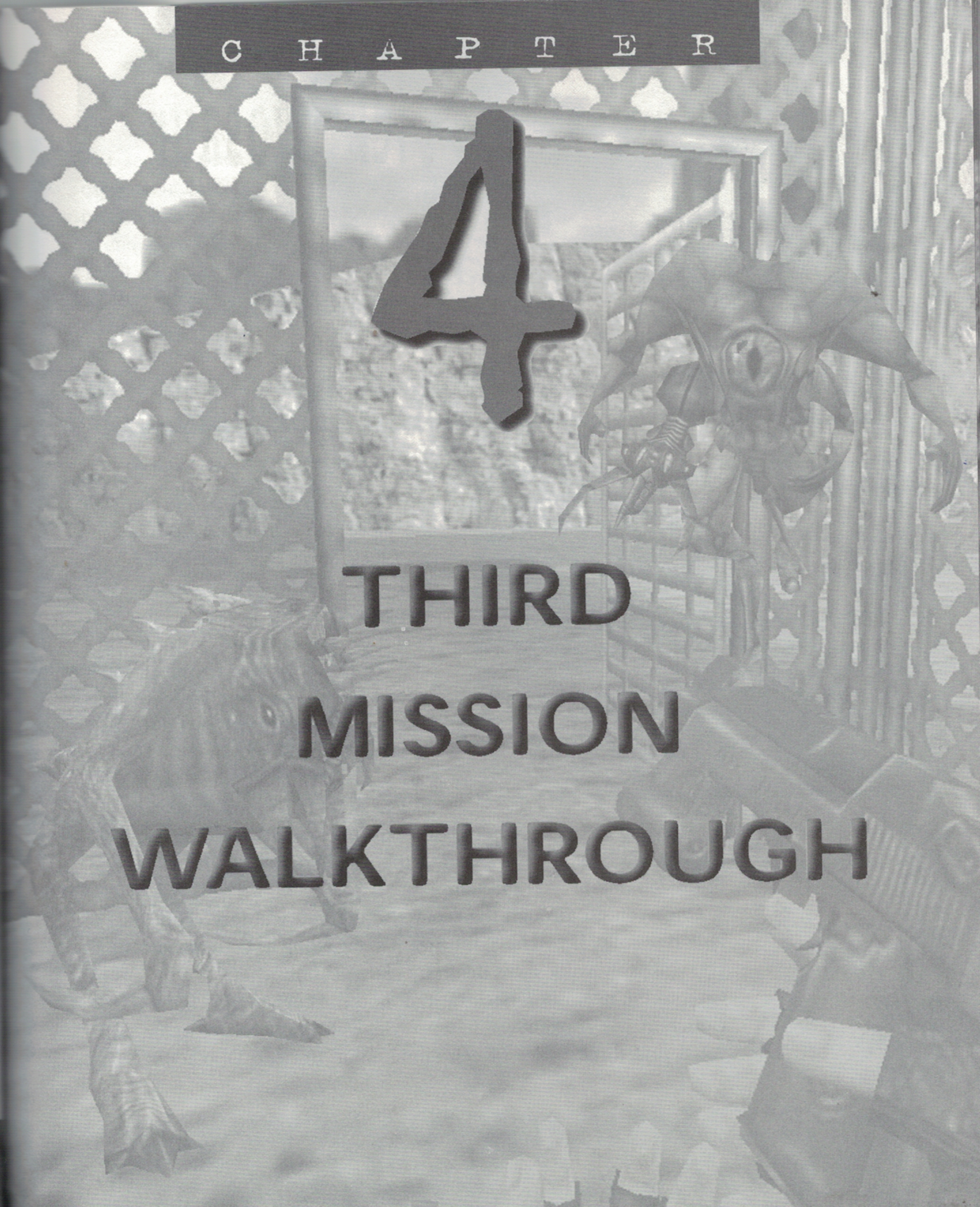
When you reach this safe higher ground, you will see a Scientist falling from a teleporter above. The Scientist carries some kind of object. Jump over to that section of alien ledge, and you will discover the Displacer. This weapon has the ability to send your enemies to another realm. This works particularly well when you fight large, overpowering aliens. The special alternate fire mode will actually transport you back and forth between Earth and Xen. Try self-teleporting now. Since you start out

on Xen, you may find yourself yanked to an interesting place on Earth. Otherwise, exercise caution when you use the weapon on yourself. You never know exactly where you'll end up.

Continue using the jumping pads to ascend to the higher levels. When you look up and see no place else to go, you have reached the top. You will find a large green and orange glowing ball of electricity. As scary as it may seem, you must jump into this highly charged ball.



Displacer ammo
Shotgun ammo
Displacer



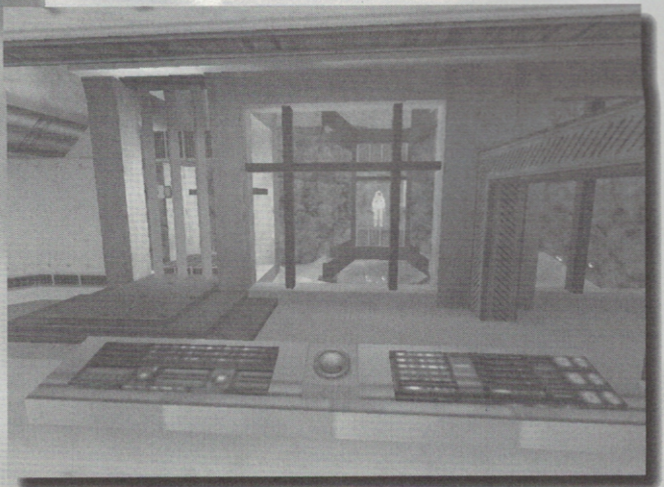
CHAPTER

4

THIRD MISSION WALKTHROUGH

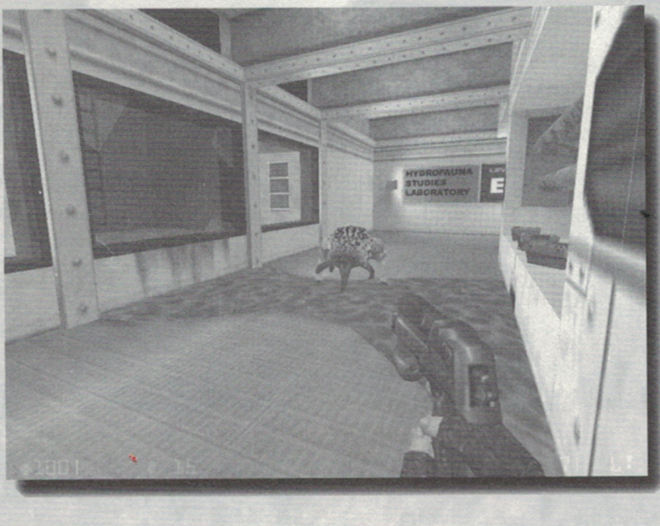
black mesa
ichthyosaur
shock roach

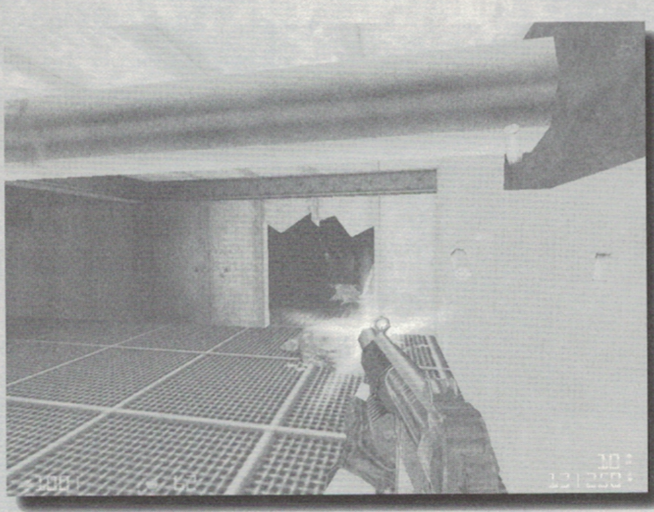
CRUSH DEPTH



I am sure it comes as some relief to you that you have returned to Earth in one piece. Now that you are back in the Black Mesa Research Facility, get ready to resume your mission. You warp into a series of water labs. You must ride the elevator down to proceed. Once down the elevator, you'll find a locked security door in one direction. Obviously, you need to head the other way. When you enter the lab with a Scientist trapped in the water, kill the two Pit Drones. Then use the button on the control panel to transport the Scientist back into the lab, and he will happily follow you to the secured door on the other side of the lab and let you through.

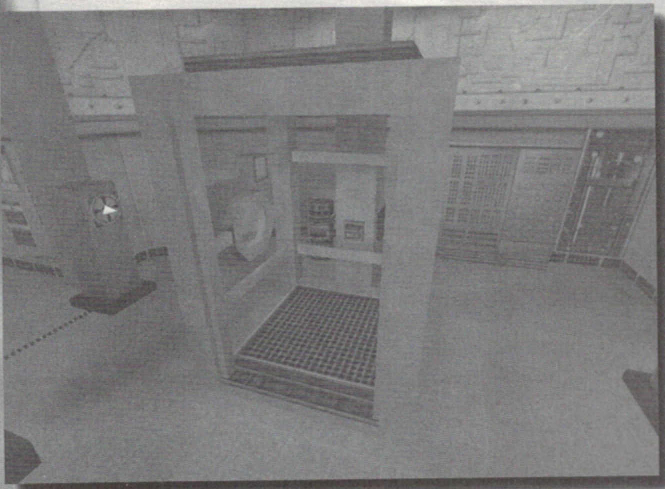
Once you go through the secured door, you will face off against a lone Bullsquid. If you have the Scientist tag along as you proceed, then you will sadly witness his death by electrocution when he attempts to get into the next door. Backtrack around the corner and climb up the ladder in the broken water tank. Opposite the broken water tank, you'll find three boxes of cell ammunition (for the Displacer). Since





you see so much ammo for the experimental weapon lying around, maybe you should expend some of it and take another trip to Xen. You'll probably find some Xen wildlife feeding in a giant health-recharging pool. If you're wounded, this pool provides a good place to heal.

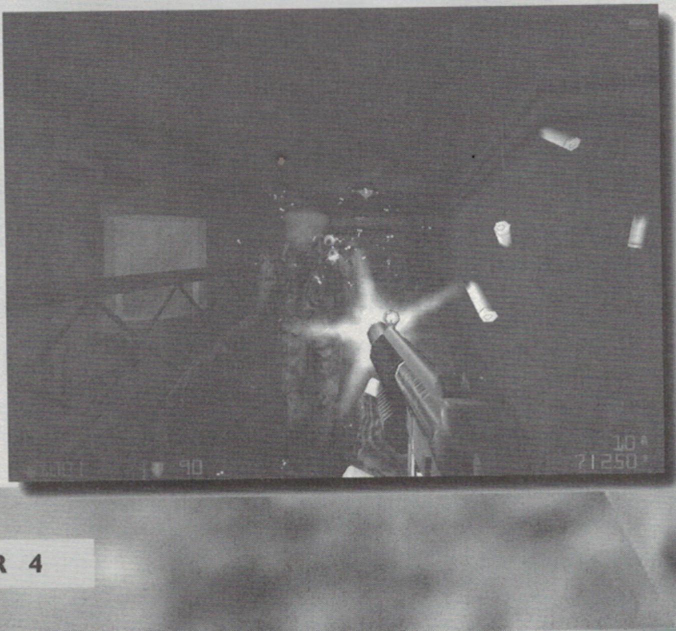
On the upper platform that you can reach by climbing the grate, you can just make out the silhouettes of three Pit Drones attacking Otis (who probably tried to hide up here). If you shoot the Pit Drones from the lower level where the dead Barney lies, then you will have an easier time once you climb the grate. You can probably see them easier with your Night Vision Goggles. You will want to take care of them quickly, because the longer they live, the more spikes they can spit into you. One more Pit Drone drops in on you, and another one breaks through the wall once you explore the upper area. Go through the crack in the wall, and two more Pit Drones will challenge you. These mean little suckers love to travel in packs, and you've got no choice but to take them out. Way in the back section of this room, you can access a vent shaft that will lead you past the door the Scientist failed to open.

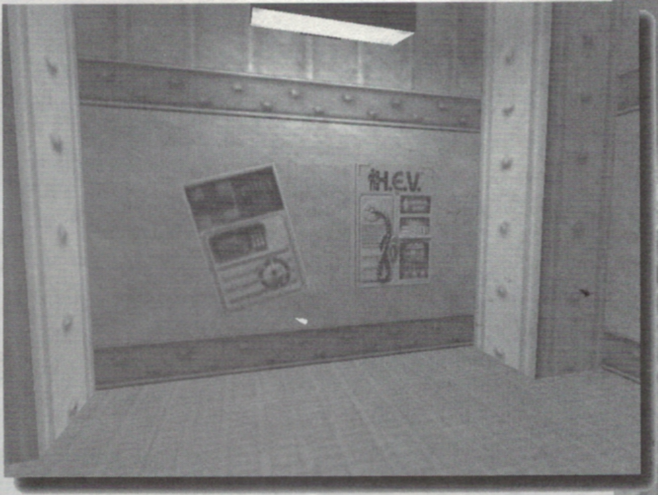


As you survey your location, you can conclude that you have entered another water lab. You see no apparent exits in this room. You do, however, see a strange device that looks like a phone booth. If you feel brave enough to experiment, you should step into this contraption and hit the button. It may appear that you have doomed yourself as the room gets shaken up. But you soon realize that the machine you have entered is a teleporter, and it is breaking off pieces of the room and sending them out into the water. Eventually it sends you out into the water. Hold your breath and surface as soon as you can determine which way is up. Once you get some air, dive again and travel through the pump tunnel into the pump rooms.

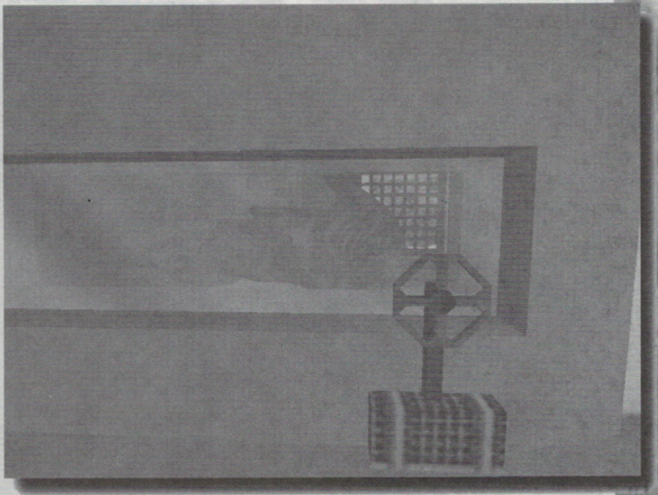
Health Wall Unit
HEV Wall Unit
Displacer ammo x 3
9mm
Health

You should find it very easy to swim around and locate the open passage that takes you out of the water. Don't take too long catching your breath, though, because a few Headcrabs and Zombies await you around the corner. Watch every corner in this area because Headcrabs and Zombies love to wait in ambush. Going into the small vent near the floor will drop you into more water.

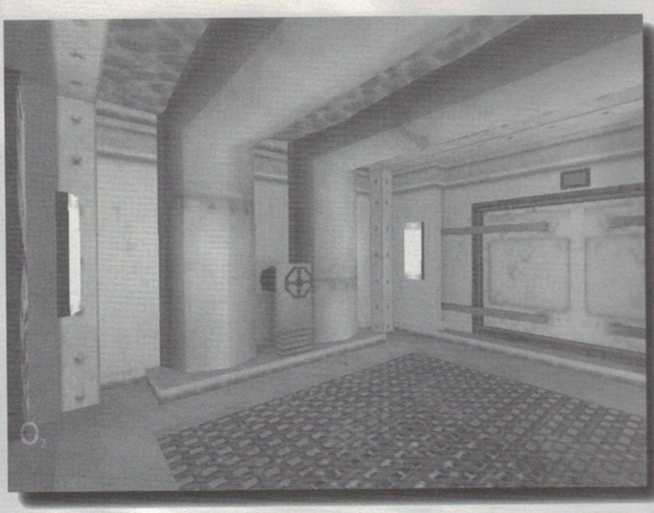


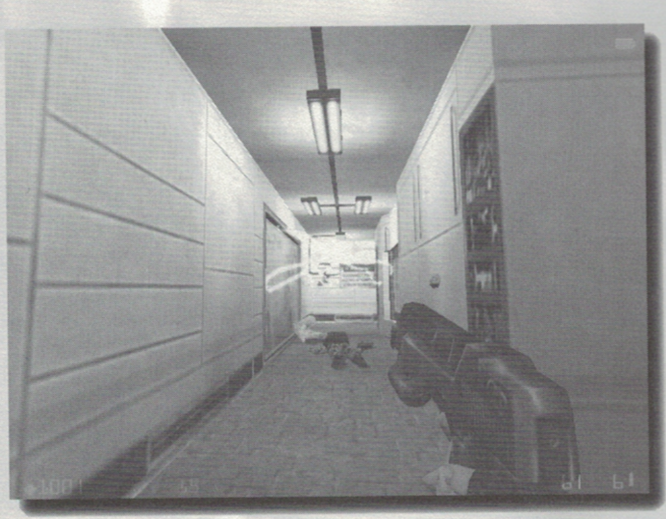


Find the ladder at the far end of the cavern and climb onto the deck. Once you enter the hallway, you will get into a fight with more Headcrabs in all three stages of mutation. The Gonome will chase you back down the hall, so make sure you drop it as quickly as possible. Efficiency is key here, Soldier! At the bottom of both series of ladders, you will see what looks like a wheel. Use this to open the closed grate in the water area that you recently left. This area of the labs also features a pair of wall recharge units, but don't let the damaged health charger fool you. The unstable thing will probably explode on you if you try to use it.



You will no doubt notice the large swimming creature through the glass near the wheel. We call this an Ichthyosaur, and it looks quite a bit nastier then it is. A few well-aimed power swings of the Pipe Wrench can put this big alien down. Of course, attacking with the Wrench poses a risk because you must get close to the creature to attack, and you'll probably enrage the thing before killing it. I recommend that you hit it once with the Displacer to send it back to Xen. You will have to deal with the Ichthyosaur when you double back and jump into the water. You can now swim through the open grate. If you swim well, you can avoid the creature altogether by just swimming past it into the airlock.





Swim into the airlock, and you'll see another wheel. Use it to drain the water from the airlock chamber (filling the small chamber nearby with water) and seal the room off. Once the room becomes airtight, the opposite door will open, and you can proceed into the next lab.

In a scene that seems straight out of a cartoon, you will see two bodies lying slouched on the ground being scanned by some X-ray-like equipment. As you approach those bodies around the corner, you quickly learn that those beams going across the pathway can kill you. To shut them off, you must aim well. You need to shoot the broken lever switch located on the wall at the end of the corridor. Don't try to turn off the power with the switch you find, because the badly damaged switch will blow up the nearby machinery.

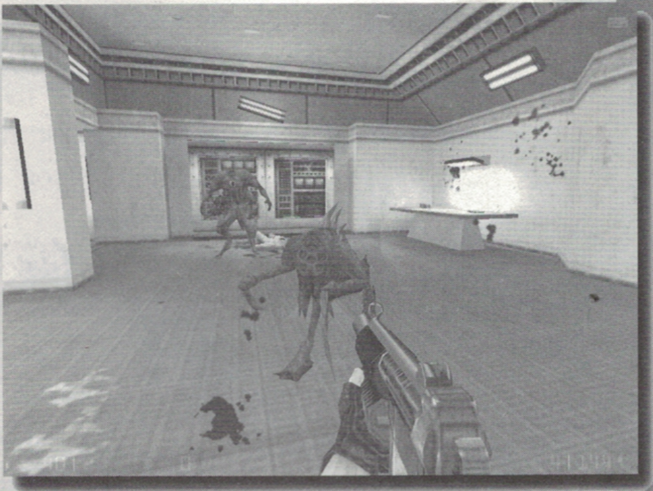
After the chamber with the deadly rays, you'll find a small lab chamber where several Scientists perished. You won't immediately see what killed them, but if you step into the room, they'll likely detect you and warp in to claim another victim. Two Pit Drones will appear before the dreaded Shock Trooper pays you a visit. If you can manage to take these creatures out, you'll find enough cell ammo

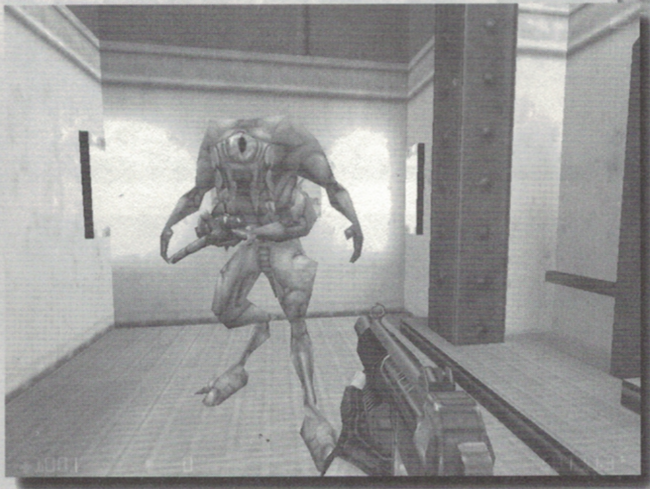
Displacer ammo x 2
HEV Wall Unit
Health Kit

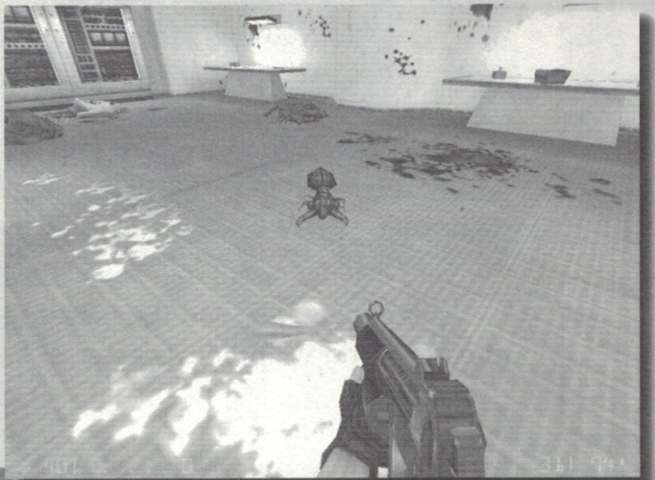
for the Displacer to pay another visit to Xen. Try to save at least 40 pieces of ammo for the gun, however, because you'll need it to deal with the Ichthyosaurs in the final water lab.

Never underestimate the deadly and intelligent Shock Trooper. Shock Troopers usually carry a Shock Roach parasitic weapon that can spit deadly bolts of electricity at foes rapidly. They also throw explosive biological Spore Pods that explode like Grenades. If you manage to defeat a Shock Trooper, its Shock Roach will crawl around looking for a new host. If you stand close enough, it will jump on you. Then you can use its deadly electric spit against the very creatures who left the thing for you.

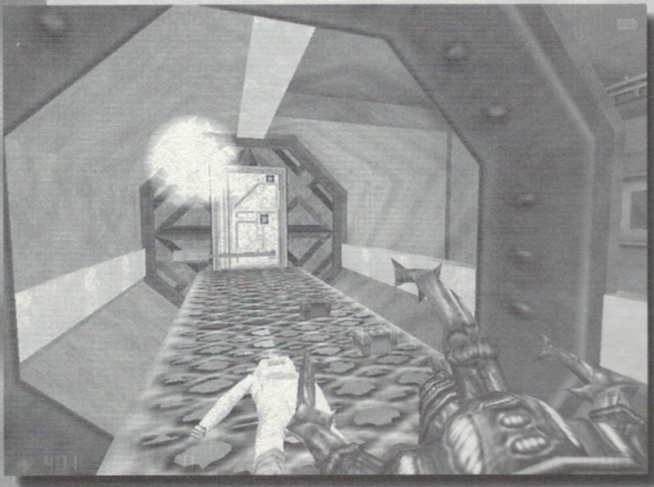
The Shock Roach is a very powerful creature. Although it requires a host to stay alive, that host can use its awesome potential for some very impressive attacks. Whoever carries the Shock Roach can make it spit

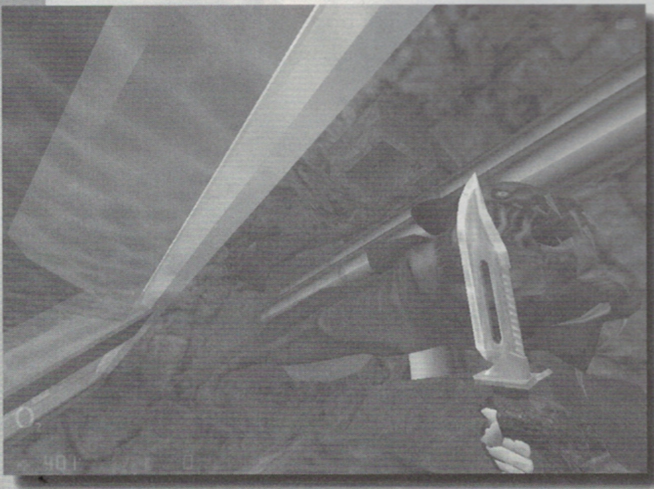






powerful bolts of electricity. Even better, the Shock Roach can recharge the energy it needs automatically. To obtain the Shock Roach, simply let it attach itself to you when you first encounter it. If you already possess a Shock Roach parasite when another one leaps toward you, it will bite you, causing a little bit of damage.





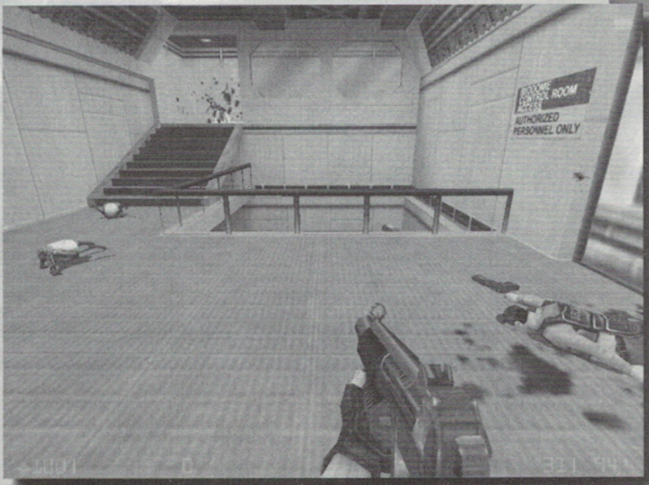
Your next path runs through a series of sealed areas, and those seals most likely serve to keep water out. You're not a SEAL, you're a Marine! You must hit the airlock controls to seal the first door before other door will unseal and let you through. The high water pressure in this area makes such complicated doors necessary. The first airlock will expose a long glass hallway where a Scientist in a Clean Suit perished mere inches from a teleporter. You can't unlock the door behind the ball of energy, so you only have one path—through the transporter. You can quickly pass through Xen and return to Earth on the opposite side of the locked door.

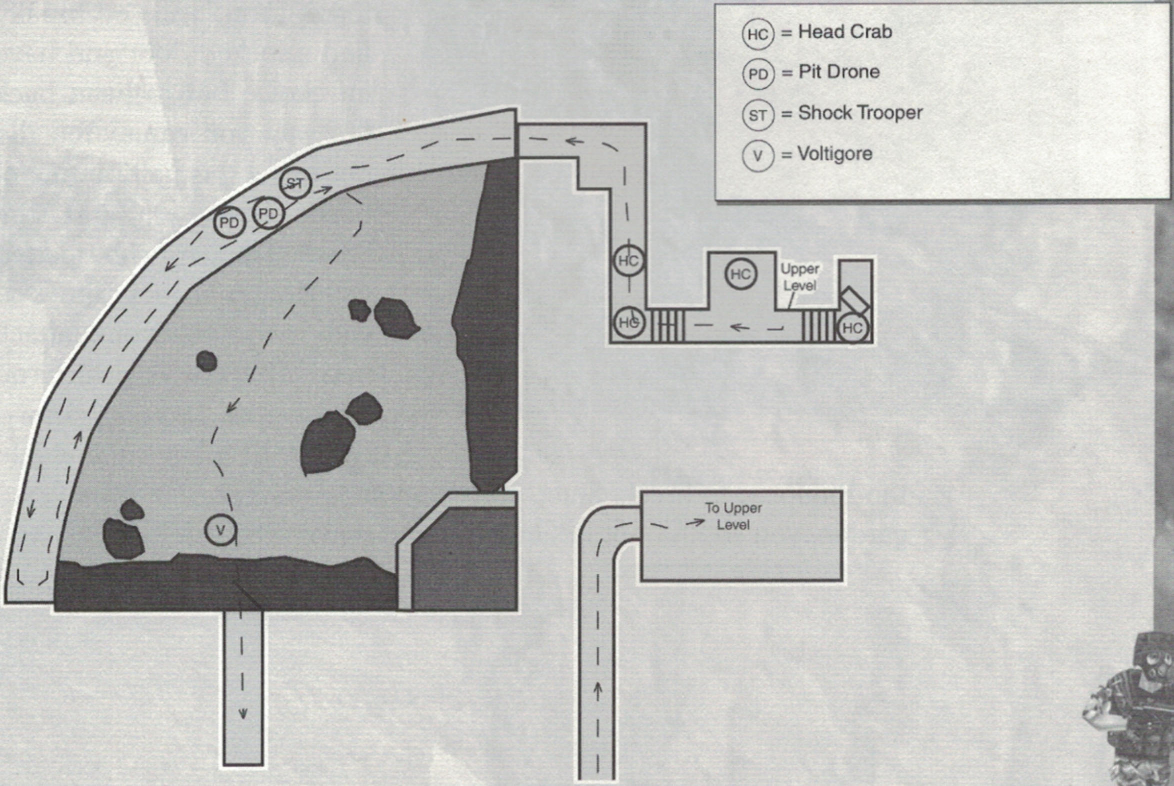
The path will eventually lead you into a broken walkway in a second glass observation tube. If you crouch into the water, you can swim through a crack in the glass and into the open water area. You'll find that even at Black Mesa, swimmers use the buddy system. You have two Ichthyosaur buddies who can disrupt your search for the vent leading out of the water. Take the safe option and send the beasts to another world with the Displacer.

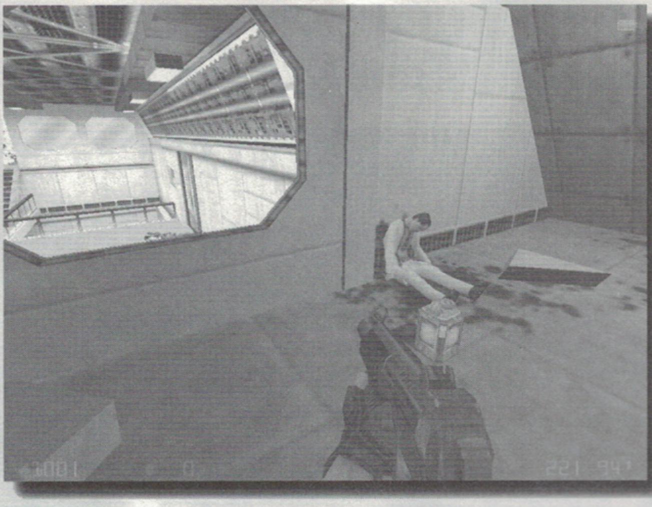
Combat Rifle
Shock Roach
Displacer ammo x 4

VICARIOUS REALITY

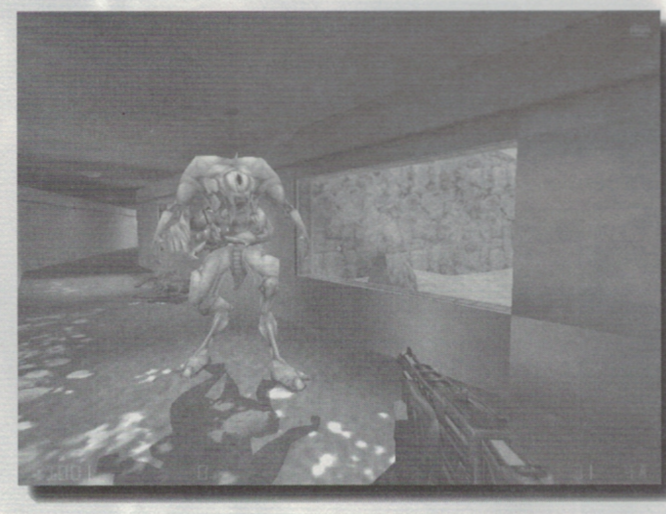
Swimming up through the vent leads you into a tunnel system. You can exit by climbing up the downed metal beam, but watch your head, or the severed cable will give you a little shock treatment. Jump onto the bridge by using the ledge. You can't do anything for Otis, but an annoying Headcrab will unsuccessfully attempt to thwart your efforts. Use your Knife on it if you don't want to waste any ammo. You may want to keep the Knife handy, because you'll find more Headcrabs as you go on.


CONTROL ROOM
AUTHORIZED PERSONNEL ONLY

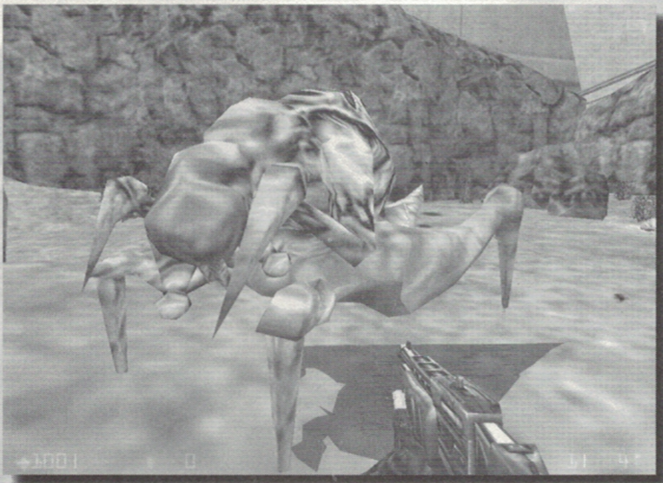

HC = Head Crab
PD = Pit Drone
ST = Shock Trooper
V = Voltigore
ST
PD
PD
HC
HC
HC
Upper Level
HC
V
To Upper Level



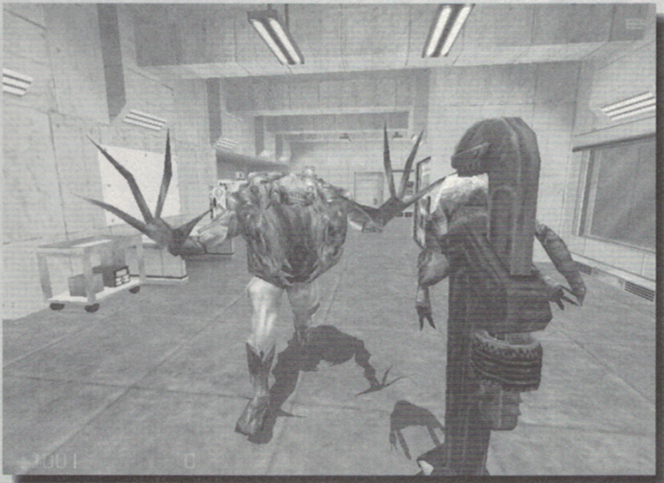
You can break a window that leads into this room, but you don't see any easy way inside. However, if you move carefully, you can crawl along the very thin ledge below the window and jump inside. If you make it, you'll find a dead Scientist who left a battery behind.



Head up the stairs to the right, and you will pass into a long corridor with observation windows to one side. These windows overlook the Scientists' Biodomes, the places where they performed their studies on some of the vile creatures you've encountered. You will eventually find a locked door and have no choice but to head back the way you came. You did not travel this hallway unnoticed, however, and the Shock Trooper who spotted you comes to confront you with two Pit Drone attack pets. The battle, which no doubt ends in your victory, causes the glass window into the Biodome to break. Since you see nothing to fear in the simulated garden, you should not hesitate to jump down onto the grass.



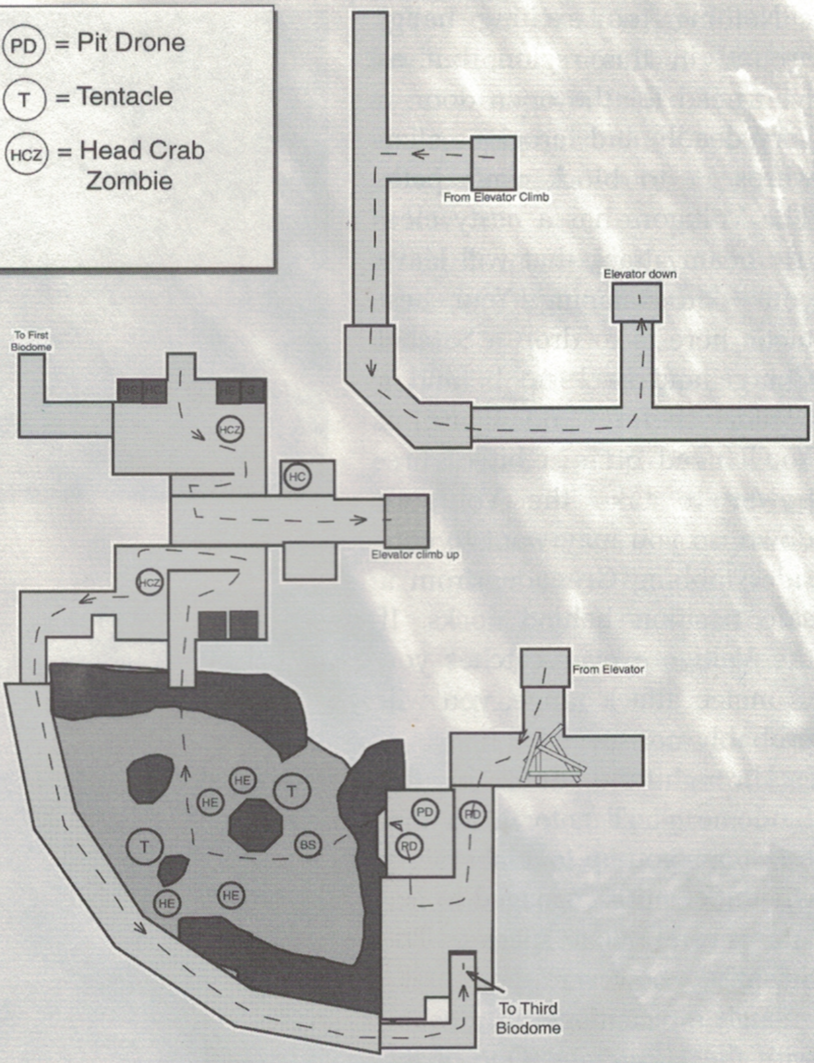
Nothing too exciting hangs around in this region, but as you head for the open door, a very deadly and ferocious alien warps in to block your path. The Voltigore has a nasty electric beam attack that will leave your skin steaming. Your best tactic here is to drop a Satchel Charge and back up behind a boulder before you ignite it. You'll need quite a bit of firepower to take the Voltigore down, so you may want to consider lobbing Grenades from a safe position behind rocks. If the Voltigore ever catches you in melee attack range, you will probably not survive.



Through the door in the Biodome, you'll enter a lift that transports you up to a laboratory where Scientists managed to isolate several alien species. The Scientists, however, didn't take enough precautions in dealing with the Headcrabs. One of the dead Scientists has already progressed into the Gonome stage of mutation, while a Crab has just started to assimilate the other.

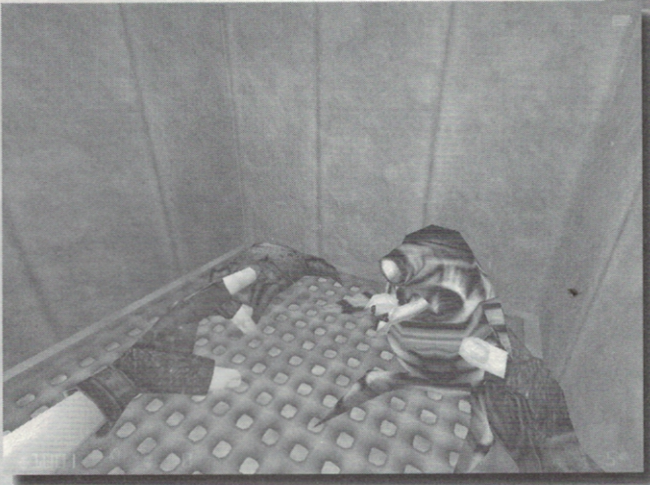
Desert Eagle
Health

(HC) = Head Crab
(HE) = Hound Eye
(S) = Snark
(BS) = Bullsquid
(PD) = Pit Drone
(T) = Tentacle
(HCZ) = Head Crab Zombie

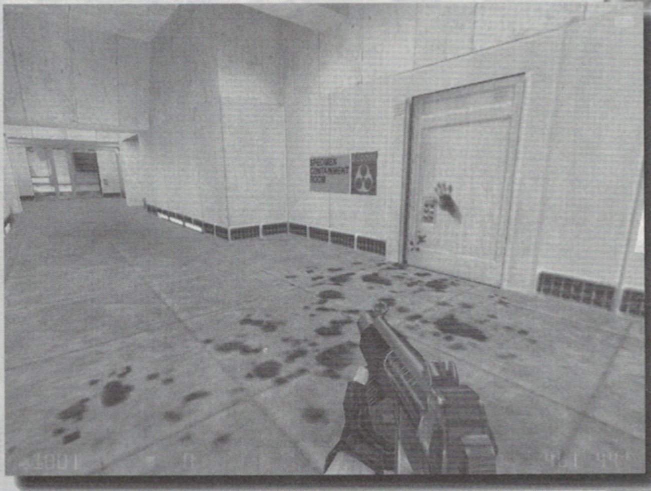

From Elevator Climb
Elevator down
To First Biodome
BS
HC
HC
S
HCZ
HC
Elevator climb up
HCZ
From Elevator
HE
T
HE
BS
T
HE
HE
PD
PD
PD
To Third Biodome

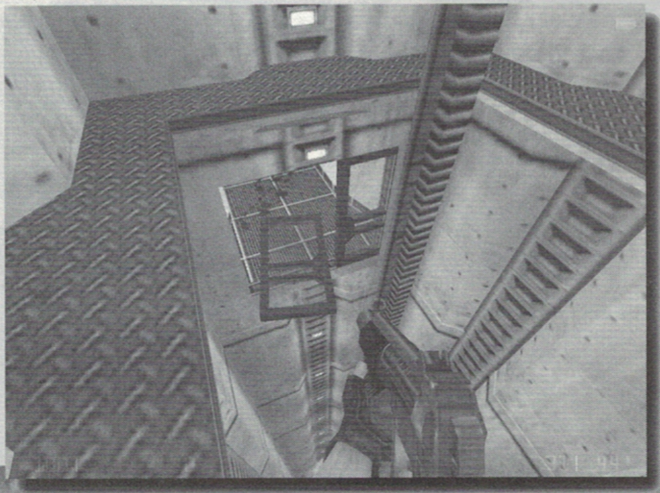
On each side of the laboratory, you will see two buttons. These open the cages housing the aliens. To the far left of the lift door in the last cage, you'll find small creatures called Snarks. Although they look like fat starfish, these creatures actually work as devastating weapons. If you release a Snark from your arsenal, it will run around looking for a living target. Once the Snark finds a warm body, it will bite at it until the little creature explodes.

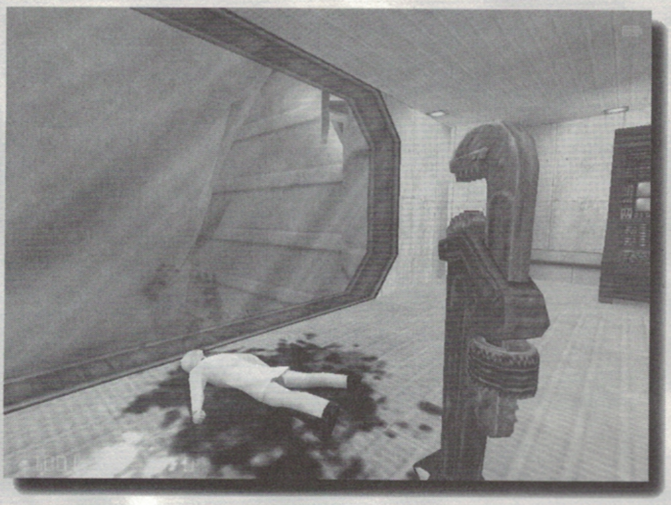
From the laboratory, you can choose one of two paths. I will continue to aid your mission down the path that I consider more efficient. If you want to go the other way, you'll just backtrack to areas you've already explored. Proceed around the corner and into the door to the left to enter an adjoining lab room. You'll notice a trail of blood on the floor. That signals good news because you're heading in the right direction. You'll find storage areas on either side of the hallway. Stop here to collect some supplies.

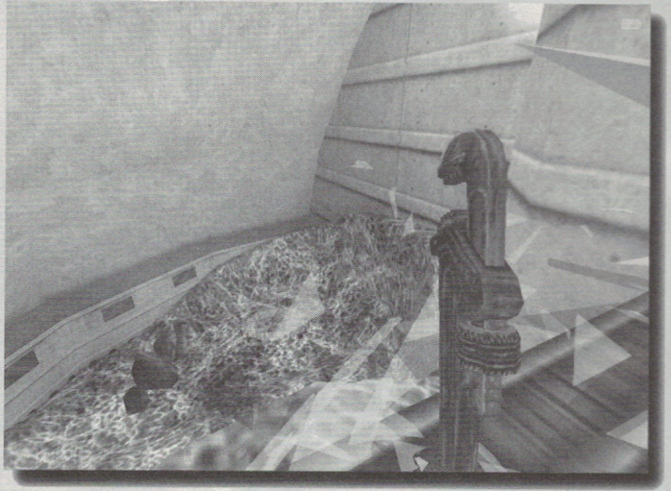


Next, continue through the hall and break the glass door that leads into the elevator. You'll need to jump through the door where you shattered the glass and climb up and outside of the broken elevator. This will give you access to scale the ladder up the shaft to the upper ledge. From the ledge, you must jump down onto the damaged door sticking out of the opening.









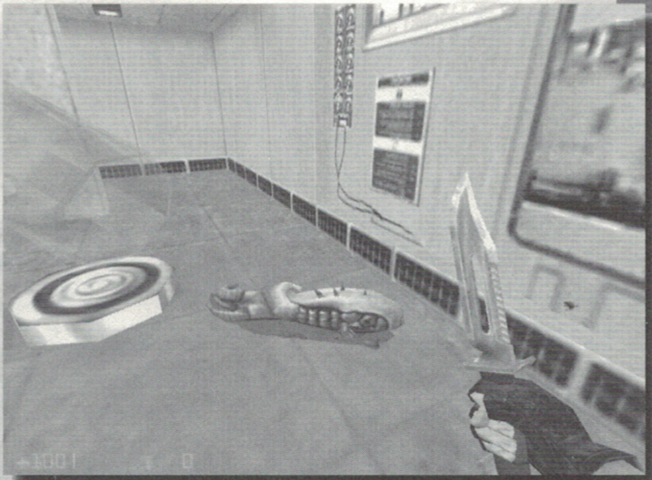
The route down the hall features no turnoffs, so if you need me to take your hand and walk you through it, you may as well write yourself off, Soldier. When you see an elevator, take it down to a lab room overrun by Pit Drones. If you find yourself getting low on ammo at this point, try using the self-recharging Shock Roach for a while. This lab room serves as a viewing area for another Biodome. If you look out the window, a Bullsquid will see you and attack the window, attempting to get at you. This attack will shatter the window and allow you access to the Biodome floor. If you get impatient, you can destroy the glass yourself with your heavy Pipe Wrench.

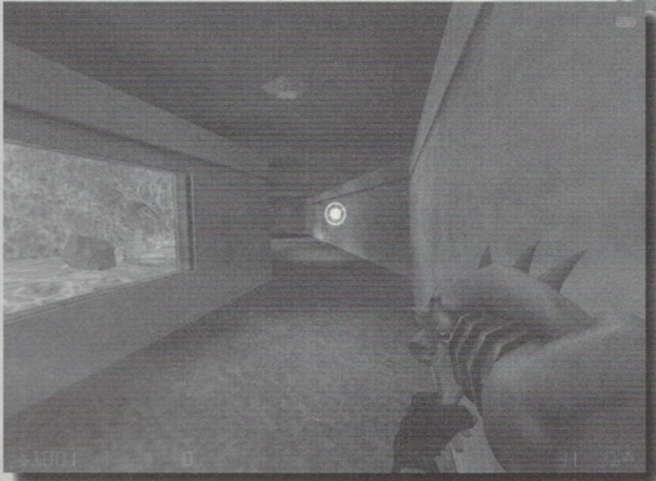
In this Biodome, you'll find the shooting Bullsquid and a large pack of Houndeyes. If you lob a few Grenades into the area from the upper lab room, you can clear out most of the aliens before you descend. If you don't have many Grenades, try releasing the Snarks you found earlier. Down below, you'll see what looks like a small, round pool of water on the ground in the dome, if you step into the water, it will replenish your health. Also in this area, strange Spores grow from the ground. When you step over them, you'll collect a Spore. In time, the Spores regrow, allowing you to collect as many as 20 of the things at a time. You may as well do this, because they'll come in handy later. After you finish exploring, find the door behind the facade and head up the lift.

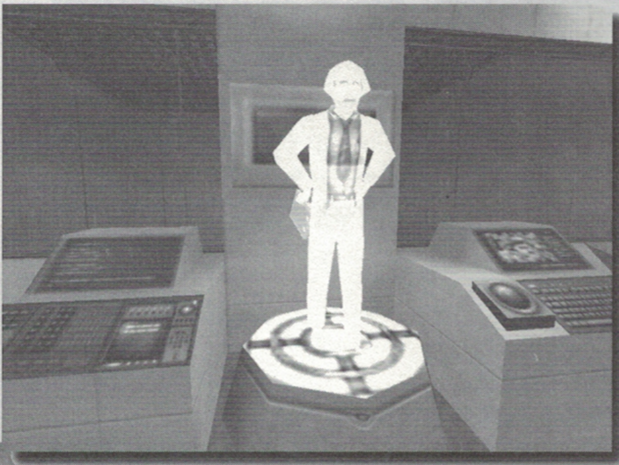
The lift from the Biodome leads you into a room where you pick up a Spore Launcher. This weapon is really a strange little creature that spits out exploding Spores. The Spore Launcher can spit straight or lob and bounce the Spores (alternate fire). Refer to chapter 9 for more detailed information about this little guy.

As you continue, you'll find yourself passing a door that will lead you back to a section of the Biodomes you already visited. Ignore this door and move on. Up ahead, you'll run into a loose Gonome. Your new Spore Launcher will make quick work of him if you score a direct hit. As you proceed, you'll encounter another observation area where a glowing Sprite of energy seems to be waiting for you. You cannot touch the creature, but if you follow it, it may help you see the way.

Proceeding forward should eventually lead you to a small room with three escaped Houndeyes. I don't need

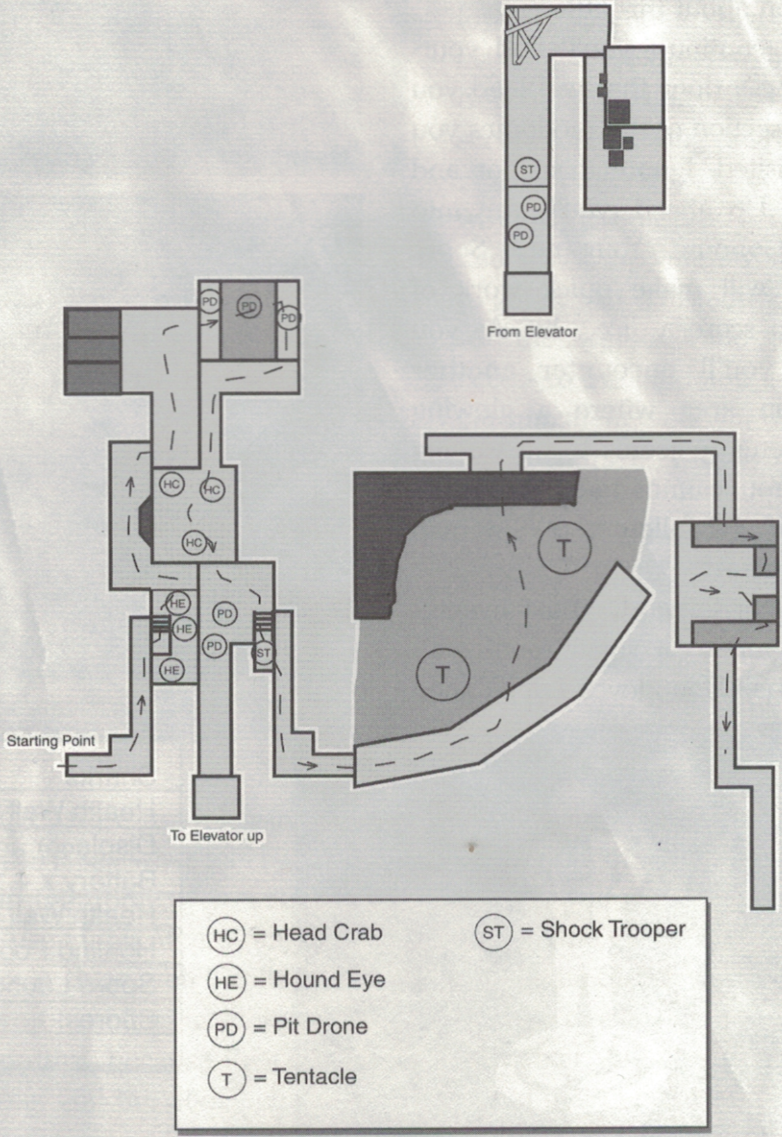


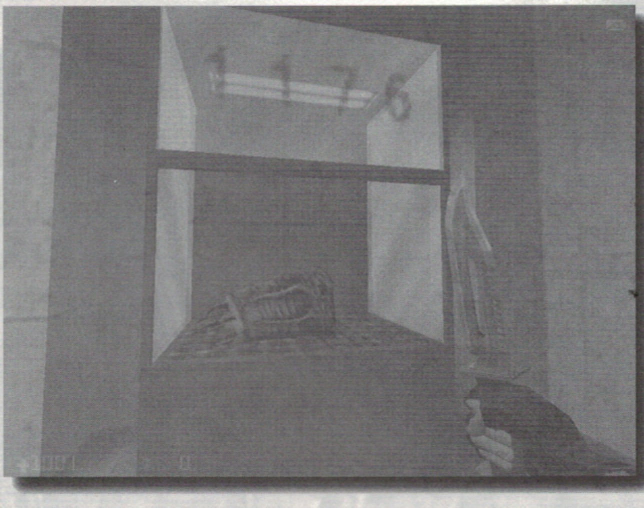




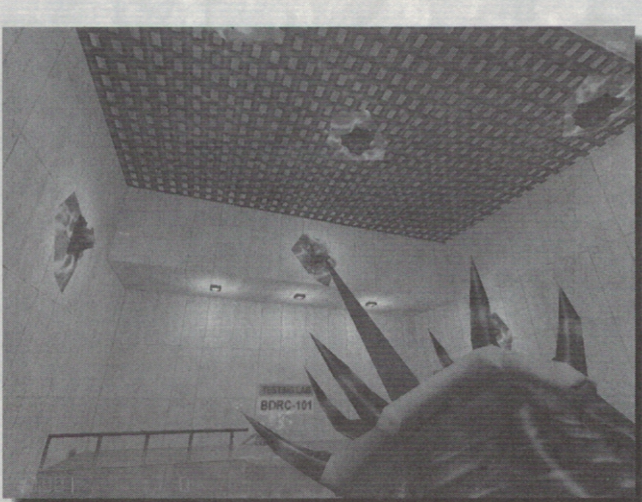
Snarks
Health Wall Unit x 2
Displacer ammo x 3
Battery x 4
Health Wall Unit
Healing Pool
Spore Launcher
Spores

to tell you what to do here. Make short work of the alien dogs and move on into the next room. I think a Shotgun will do the trick. Once you kill them, head into the next room, where the Scientists have set up a sophisticated holographic message system. Being a small-town boy, you probably have no previous knowledge of the device in this room unless you like science fiction. Just hit the red button and listen to the Scientist. The message is obviously intended for another Scientist, but you will find it helpful.

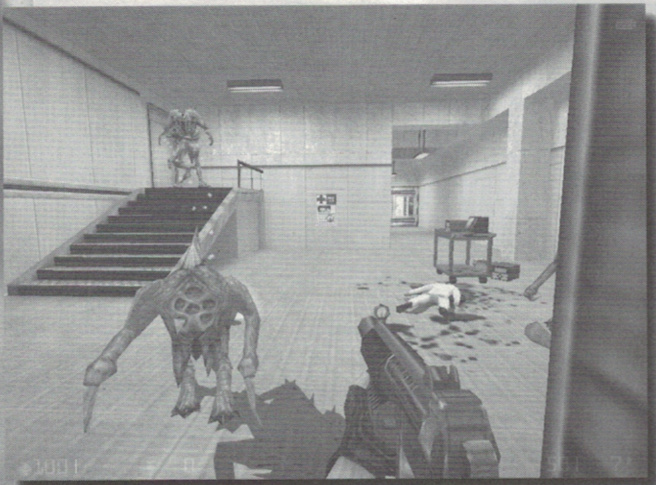

ST
PD
PD
From Elevator
PD
PD
PD
HC
HC
HC
HE
HE
HE
PD
PD
ST
T
T
Starting Point
To Elevator up
HC = Head Crab
HE = Hound Eye
PD = Pit Drone
T = Tentacle
ST = Shock Trooper

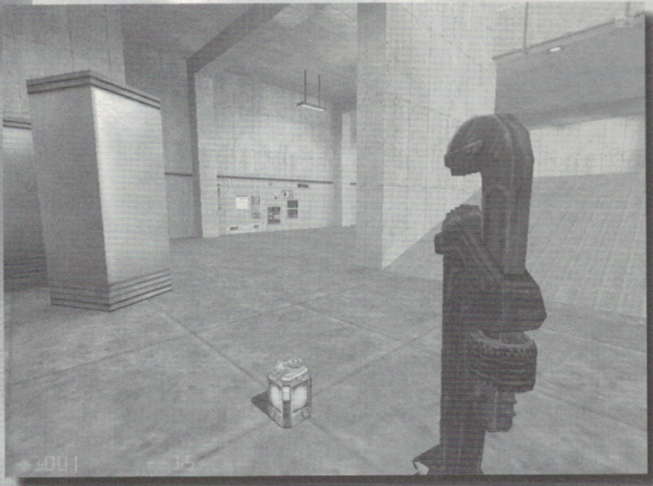


In a broken holding tube in the room beyond the hologram room, you will pick up the biological grapple that the Scientist referred to. This item works well for getting past impossible jumps and up to very high ledges. You'll find the Barnacle a bit tricky to use at first, but conveniently, the Scientists have constructed a series of obstacle course challenges to test it. If you grab a living creature with the Barnacle and pull it toward you, the Barnacle will attempt to eat it. This usually results in the death of the target creature.



You find two areas to test and master the Barnacle after you pick it up. This first room teaches you how to grab small aliens and drag them to you. The second room schools you on the art of grappling from one spot to another. Watch out for the Pit Drones in the second area. You may find it difficult to concentrate on superhero moves when sharp spikes keep hitting you. After you become proficient at using the Barnacle, you need to move on into the next room. Here, the Scientists cultivated the Barnacles for testing. Kill the attacking Headcrabs and avoid becoming lunch for the hanging Barnacles.

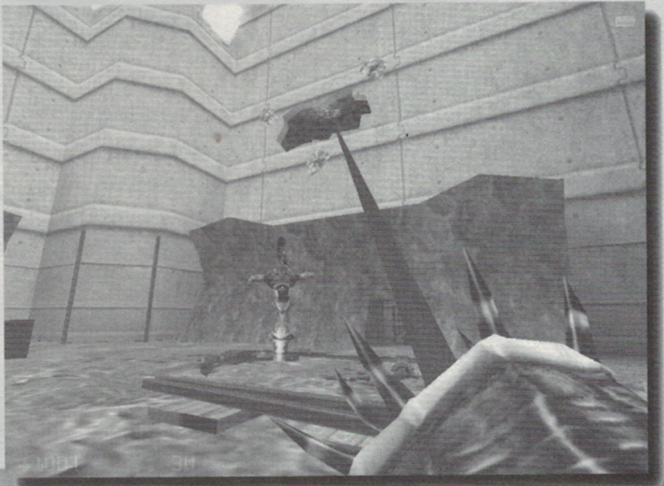




The lift just past the Barnacle room takes you up to an area full of Pit Drones with a Shock Trooper. They will ambush you as soon as you open the lift door. If you throw a Satchel Charge into the room and shut the lift door, you can probably take out at least a couple of the Pit Drones, making the battle a little more fair.

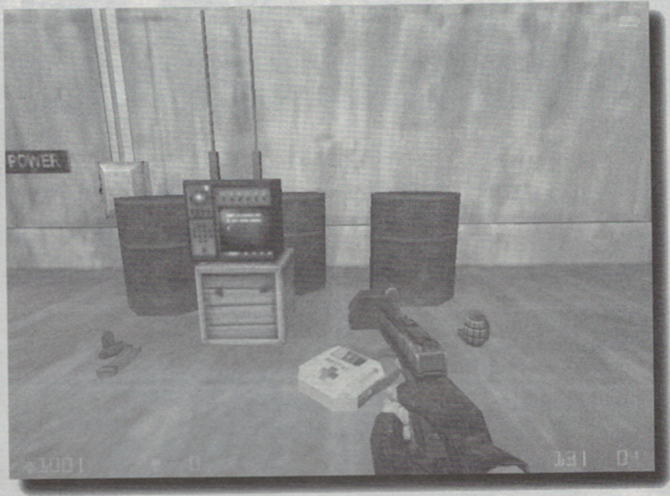
In the room with the alien ambush, you can take an elevator up to a blocked-off area. In this section, you can recover from your most recent combat wounds by obtaining health from a wall unit and battery power-ups in crates in a separate control room. You must deal with a couple of Pit Drones and a Shock Trooper before you get the goods, so you can decide how badly you want those goodies. You can't advance from this area, so double back to the ambush room.

Step over the now dead Shock Trooper and head up the stairs. This route will take you to the third and



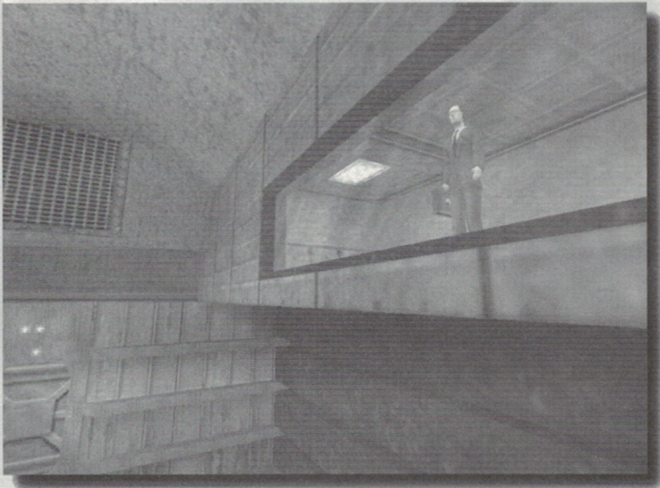
last Biodome section. Your goal here? Use the Barnacle to get up into the cracked wall at the back of the dome area. You'll see several Spores growing around the broken wall, and you'll probably notice a number or Sprites flying up into the hole as well. I'll repeat: You must reach this hole to accomplish your mission, and you can't reach it without the Barnacle grappling hook. This may seem like a simple task, but two very large aliens, appropriately called Tentacles, block your path. If you toss a Grenade into the openings where the Tentacles come out of the wall, they will draw back. Or, if you don't want to waste any ammunition, try staying very quiet for a few minutes, and the Tentacles will lose interest and fall asleep. Either tactic should give you enough time to get past them and grapple up into the crack.

The broken vent leads you into a small power room with a broken platform. Drop down to ground level and shut off the power lever. This will turn off the fan in the vent on the opposite side of the platform, allowing you to break the grate and continue traveling through the vent system. Don't forget to listen to the radio in the room. Your comrades are requesting backup in a battle against a giant alien worm. Do your duty, Soldier, and move to the aid of your fellow warriors.



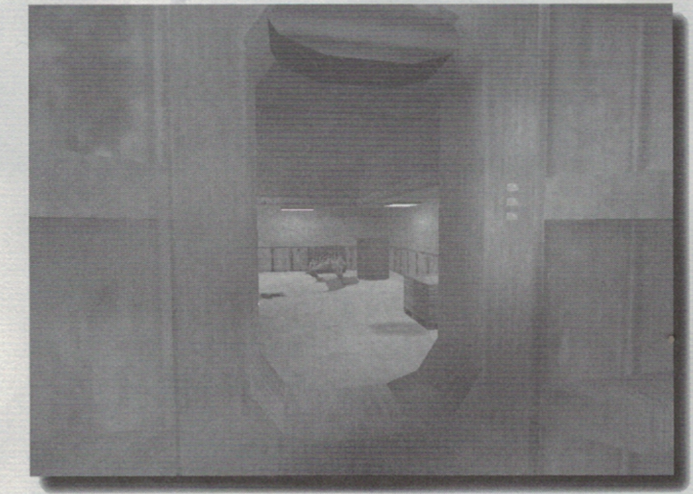
Barnacle
Battery x 8
Spores
Displacer ammo x 3
Health Wall Unit x 2
Combat Rifle
Lauching Grenades
9mm x 2
Health
Hand Grenades
SAW ammo

PIT WORM

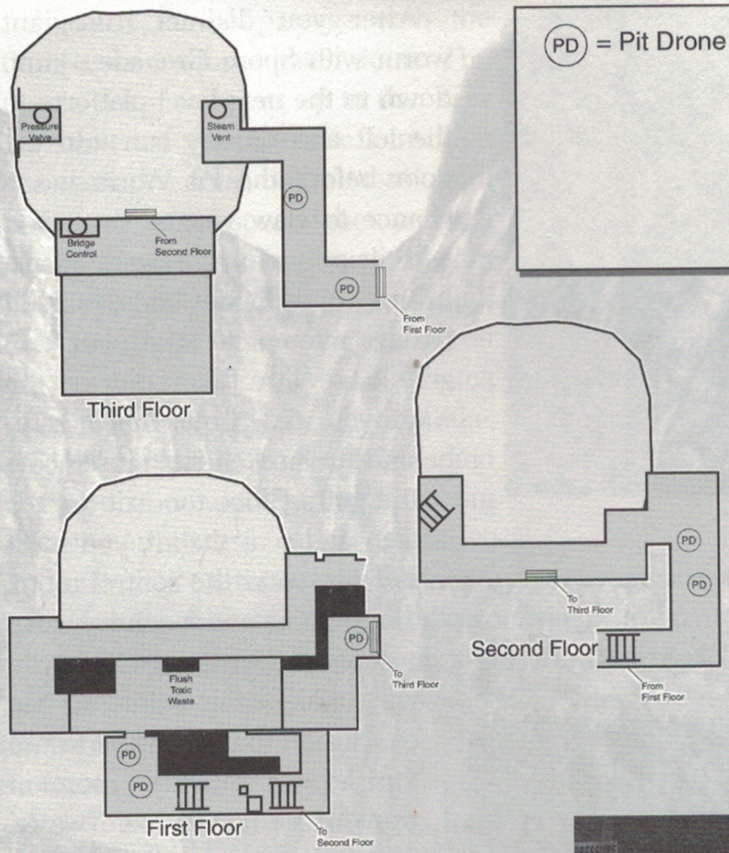


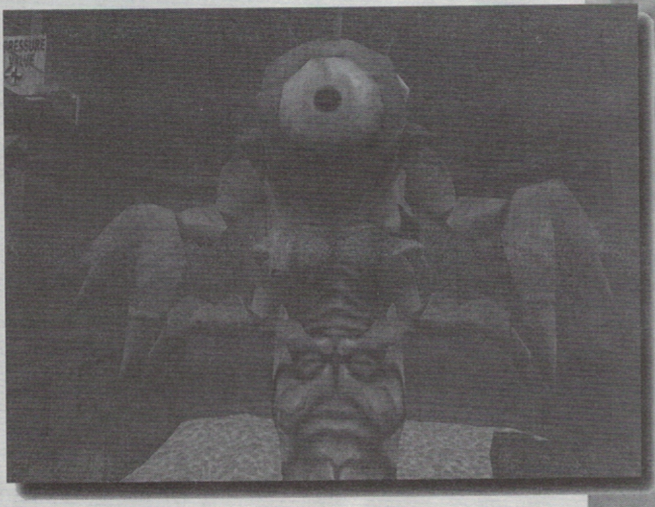
You fall out of the vent into a large trash compactor filled with dirty water. Hmm, does this remind you of something? If you look up, you will notice G-Man standing in the window, apparently checking out your progress. He decides to open the door to allow you to proceed out of the trash compactor.

You probably don't want to muck about in the nasty water for too long, so go through the open hatch door for a quick Bullsquid skirmish. Exiting there will lead you to a very tall ladder heading up to a higher floor. You see the remains of a whole squad. Whatever lies ahead must be pretty fierce. Proceed forward on this higher level, and you'll come face to face with one giant, scary bruiser of an alien. You stand on a platform with a control button that would normally draw a bridge across the toxic waste to the exiting door. But the bridge will find it very difficult to move with a gigantic monster blocking its path. You must figure out some way to get rid of the alien.

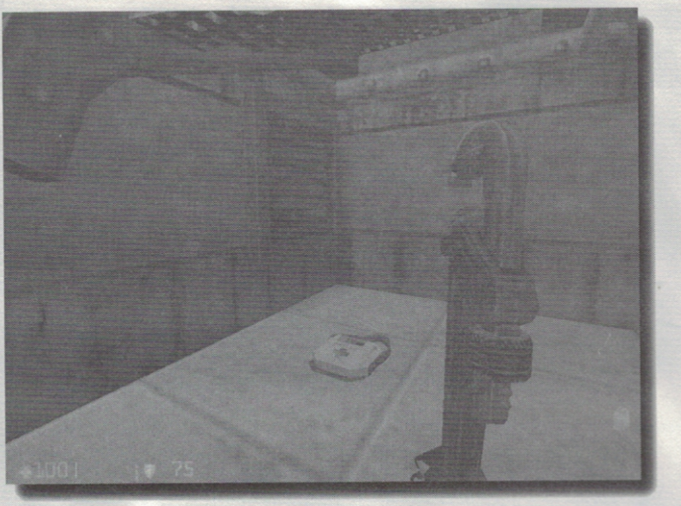


(PD) = Pit Drone


Pressure Valve
Steam Vent
PD
PD
Bridge Control
From Second Floor
From First Floor
Third Floor
PD
PD
To Third Floor
Second Floor
From First Floor
PD
Flush Toxic Waste
To Third Floor
PD
PD
First Floor
To Second Floor

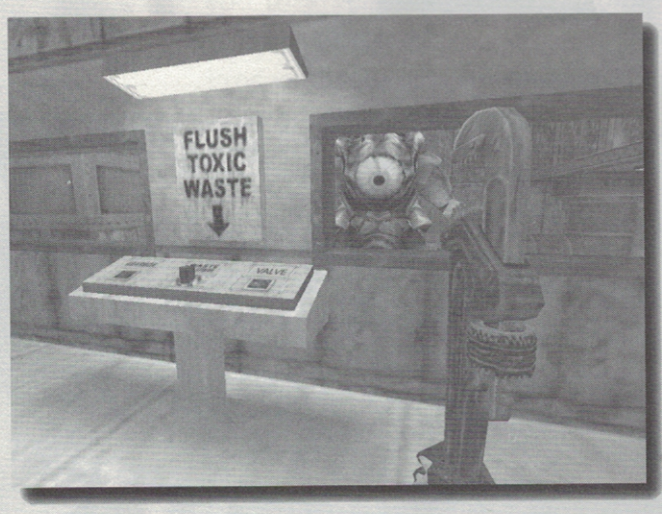


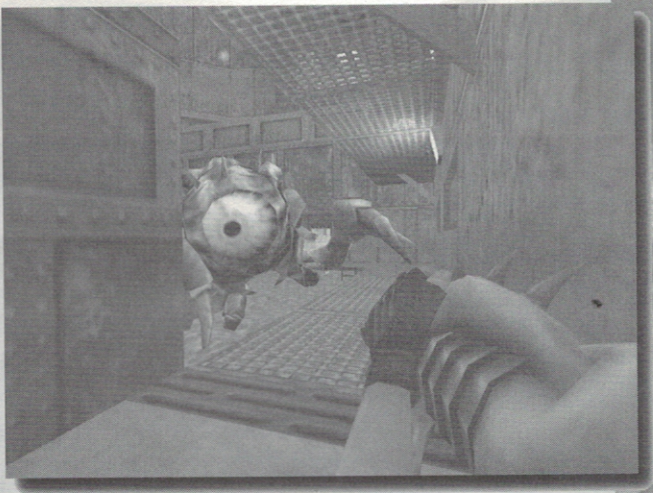
This enormous, cycloptic alien with the evil claws must be the Pit Worm that drove your comrades to call for backup. Unfortunately, they didn't make it, which means you have to deal with it on your own. Think of yourself as David against Goliath, except you carry Rockets and Grenades as opposed to a few rocks and a slingshot. The giant eye makes a pretty good target. You don't possess the arsenal to kill this creature, so you must get creative. Use the Spore Launcher to hit it in the eye. This will distract the beast while it flinches from the pain every so often. You can collect Spores in this area, so you'll never run out of ammo.



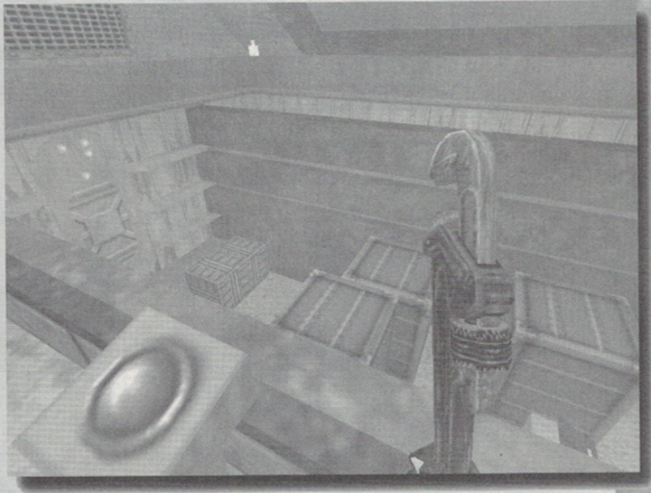
After you distract the giant worm with Spore Grenades, jump down to the next level platform to the left and quickly run into the door before the Pit Worm has a chance to claw you or singe you with its powerful eye-beam attack. In this little stairway area, four Pit Drones attempt to stop your progression. With them out of the way, you can break the crates behind the broken stairs to uncover the grate. Since the exit door is broken and sealed shut, you must crawl into the vent under the broken stairs to enter the control room.

You will come out into a room with three doors and a control valve for the Toxic Waste Flush. Using your superior reasoning skills, you will immediately come to the conclusion that you want to use this lever to fill the room in front of you with toxic waste. This environmental liquid death should kill even the meanest and nastiest Pit Worm. Unfortunately, in order for the lever to operate, you need to activate both the pressure valve and the gearbox pump, which means you must locate them while dodging the blows of the mighty Pit Worm. This alien doesn't seem happy to see you and will come after you very aggressively even when you hide in nooks and crannies.



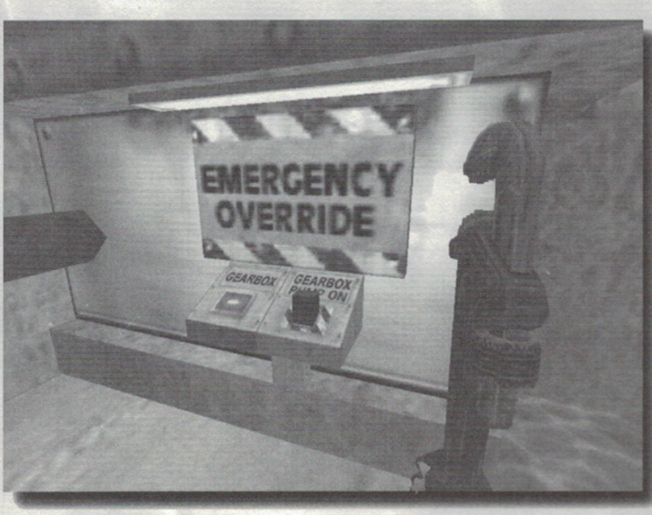


Located in the passage with the flush lever are three hatch doors. The one to the rear opens up to the stairway that led you into the vent. You can open this door, but it doesn't gain you much except speed when you will have to come in this direction again later. You really want to head through the first door on the left and run across the platform into the hatch door on the other side. If you'd like, you can head up to the right first and complete your tasks in any order, but I'll tell you about the lower path first. You will need to distract the Pit Worm as you cross the lower catwalk, or it will attack as you try to make your way across. Try shooting the alien in the eye with some more Spores or Rockets. When it flinches, run like, like . . . well, like you would if an enraged Pit Worm loomed behind you.



Once you reach safety inside the hatch door, you will realize that here at Black Mesa, you are never safe. A Pit Drone hovers just inside, hoping to get at you. Another one waits down the ladder. As you progress, you will enter another trash compactor, but this one looks a little cleaner then previous one. Hop over the crates and boxes to exit the through the door on the other side. Take the lift to the upper level, dodging or killing the Barnacles on your way there. Stay alert for a double Pit Drone attack. Once you deal with them, hit the control button on the panel and watch as the compactor turns the boxes down below into splinters. This may seem like gratuitous destruction and perhaps a waste of

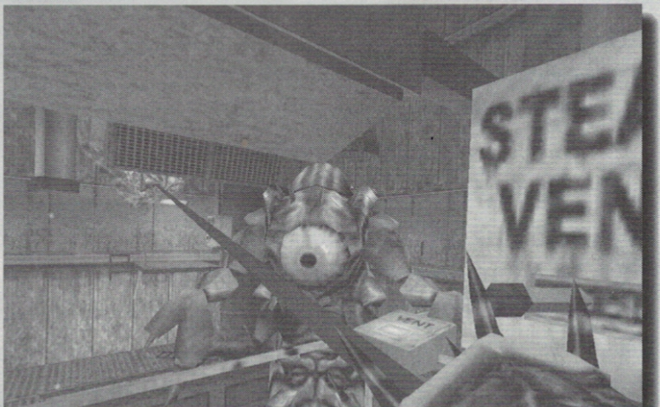
time, but this clears away a grate in the floor that the boxes had covered. When the crushing stops, the doors will open. Head back into the trash compactor room.



When you break through the grate, you fall down quite a ways into some very mucky water. You can see from the markings on the glass window that Black Mesa used this chamber to measure waste flow. To proceed, just break the glass. You have finally managed to locate the gearbox pump, and only a lone Bullsquid stands in your way. As soon as you activate the gearbox, this area will fill up with the mucky water. You must stay afloat while the room fills to the top, allowing you to swim through the same grate you fell down through. Once you get back into the compactor, head back to the main control room.

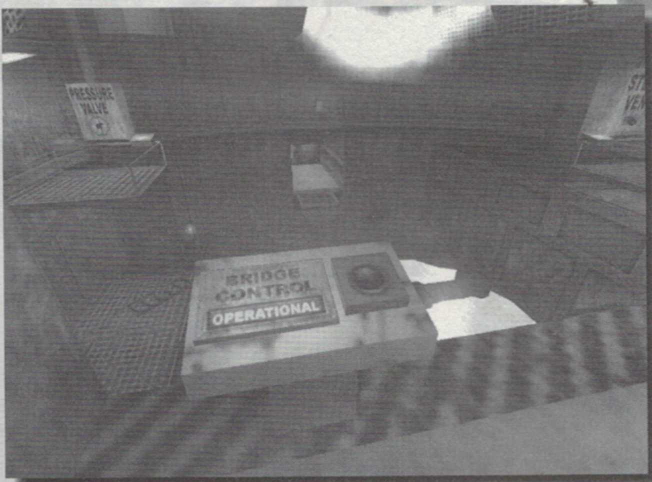
9mm x 2
Shotgun ammo x 2
Health
Battery
Displacer ammo

After you return to the control room (having avoided the dreaded Pit Worm), go through the hatch door with the number three on it. Then you'll see a ladder leading upward. At the top, you will face off with three Pit Drones. Use the steam vent switch to turn the

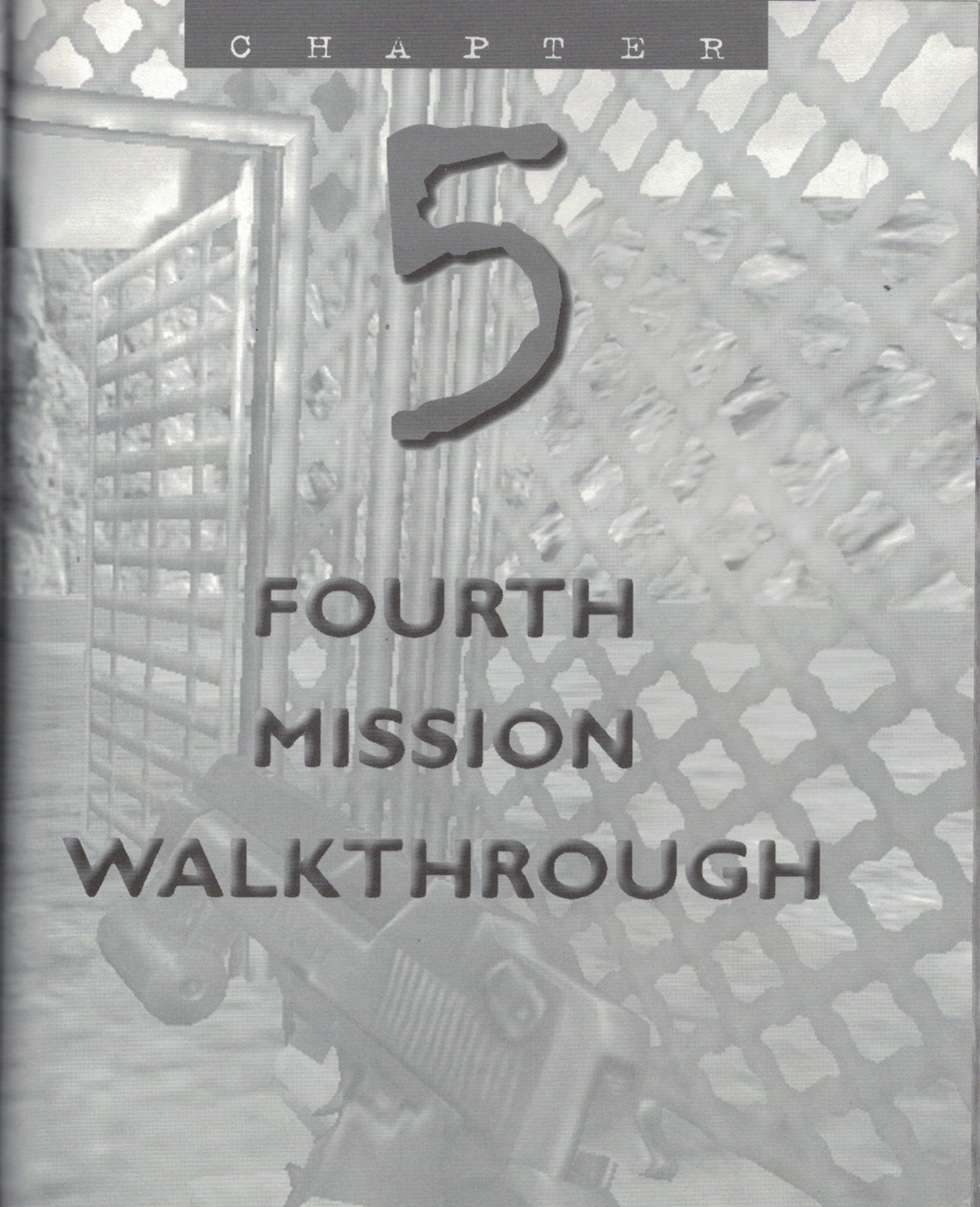


vent on. You next must get to the platform across the room on the other side of the Pit Worm. To accomplish this, you need to use the Barnacle. Look around to find the Barnacle's target: a Spore on a small Xen-infested growth. To grapple across, first stand on the handrail. Once you reach the other side, use the pressure valve switch and watch the steam flow. The Pit Worm won't like the steam and will lower himself a little for the rest of the fight.

You have now activated both the pressure valve and the gearbox pump, which means you can take down the mighty Pit Worm. Go back to the main control room, hit the Toxic Waste Flush button, and enjoy the view. Once you dispose of the giant Pit Worm, you can head back out and up the ladder to the bridge control panel and extend the bridge across the toxic waste. After all of that grueling effort, you can now cross the bridge and exit the area.



Battery x 4
Health x 5
9mm x 3
Desert Eagle
Shotgun
Spores
Lauching Grenades
SAW ammo



CHAPTER

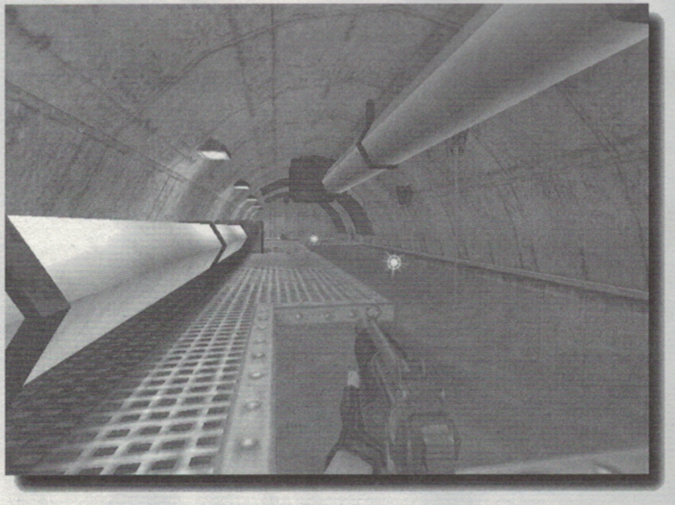
5

FOURTH MISSION WALKTHROUGH

turret gun
assassins
m-40a sniper rifle

FOXTROT UNIFORM

As you leave the chamber where the Pit Worm perished, you witness another stream of glowing Sprites flying through the sewer tunnels. You may find yourself running around this area after killing two Bullsquids and perhaps several Barnacles, looking for a way out.

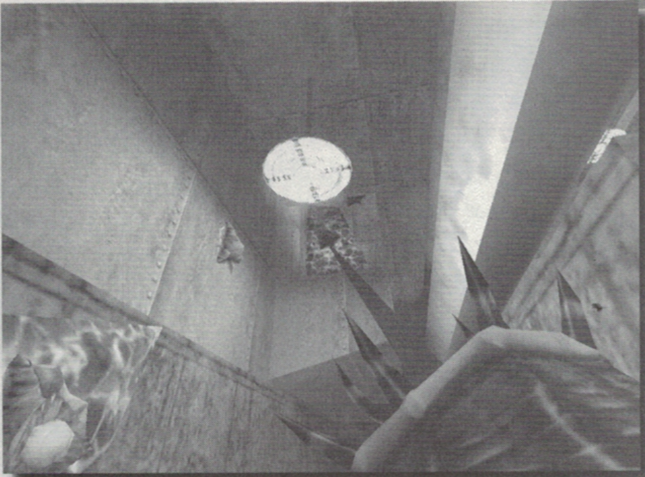


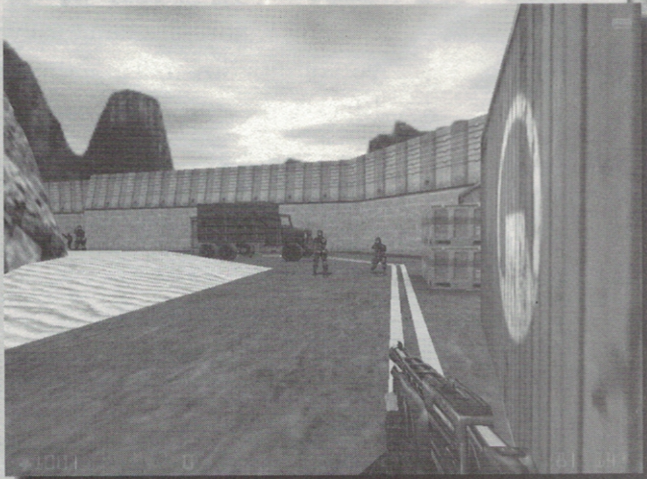
If you are smarter than your average grunt soldier, you will notice the Spores on the walls in the back behind the metal caging. Use the Spores as targets and Barnacle up to the highest platform, then jump across to the bridge. You'll find both doors locked, so you only have one possible course of action—to climb the ladder up through the manhole.

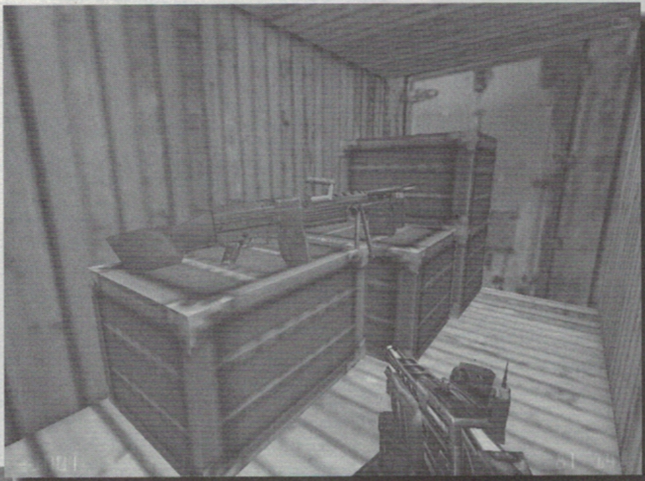
As soon as you come up to the surface, a Black-Op truck will arrive, producing four Assassins. Run forward into the open storage container, where you can grab an M-249 Squad Automatic Weapon. Then get ready for combat. Three of the Assassins will come after you, and the fourth will man a Turret Gun on the other side of the truck. Use cover to avoid becoming a

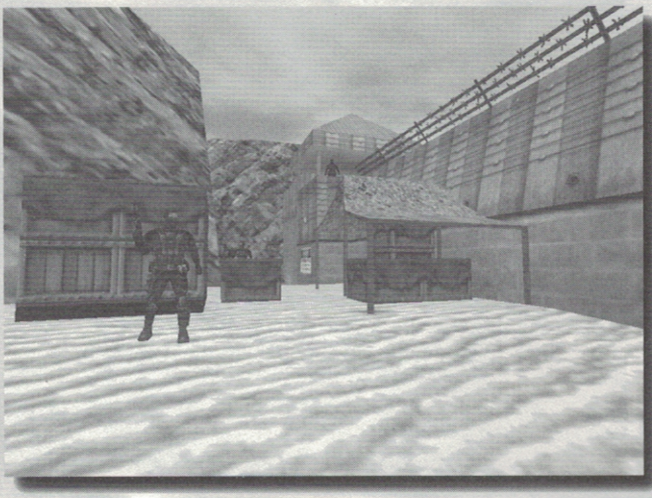
target. Killing the fourth Assassin requires skilled shooting and the ability to stay out of the line of Turret fire. Your best strategy for dealing with the Turret? Either lob a Grenade or fire a Spore at the explosive crates behind the shooter. When those crates explode, nothing nearby will survive. Across from the man-made bunker and the Turret Gun lie several overturned storage containers. You can climb up through them to move into the next area.

Inside the storage container just above the manhole, you'll find a fearsome M-249 Machine Gun. Remember that the faster you move, the less accurately you can fire the weapon. So in combat, you may want to take a knee before firing to help steady the weapon. You'll burn through ammo very quickly with this gun, so try and release only short, controlled bursts.

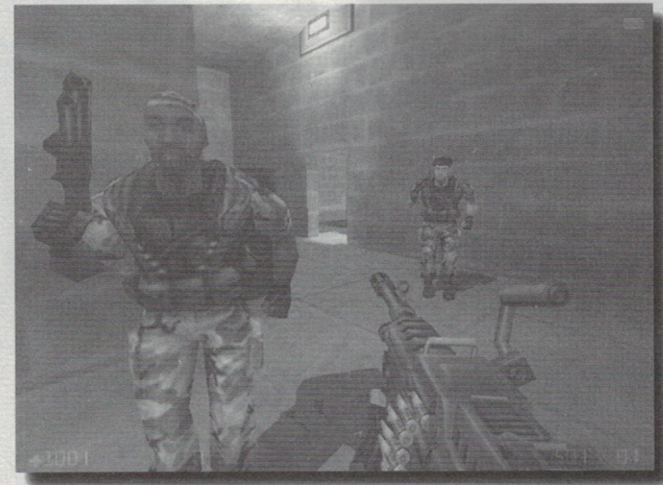






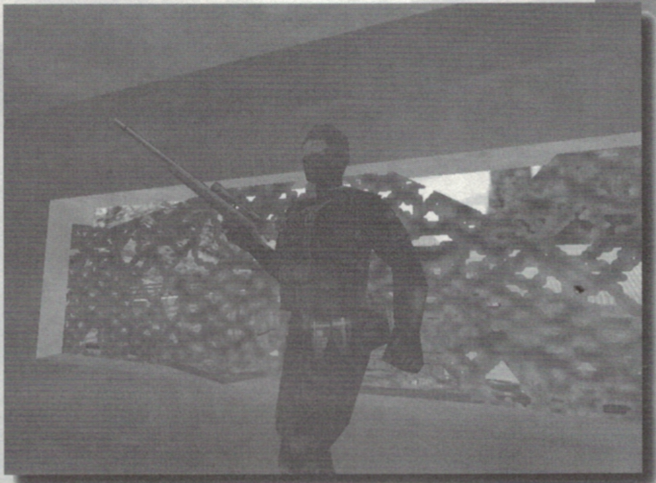


If you stay holed up in the containers, you will find yourself in a good position to fire on the two Assassins on the ground. As soon as they spot you, they will probably try to blow you out of hiding with Grenades. Sometimes, they patiently wait for you to emerge. Either way, you must take them out before you can safely proceed. Another Assassin guards the area from a high tower, but you'll find him about as sharp as a sack of wet mice, and you can easily get the jump on him. Just kill him before you jump down from the containers. Once you clear the scene of Black-Ops, run to the back of the area and crawl into the crack in the wall of the building.

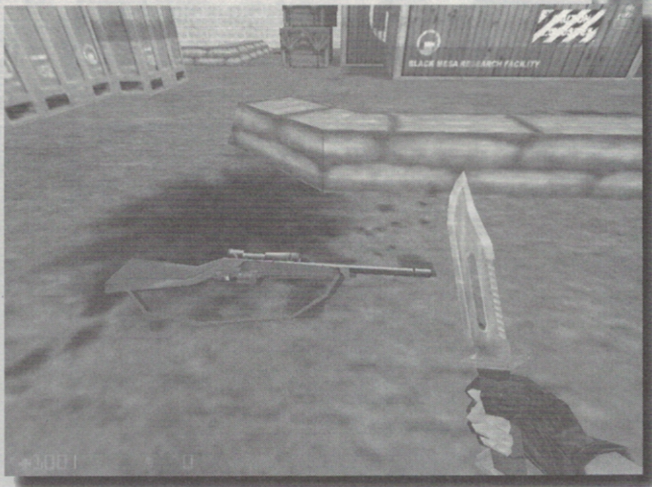


A soldier always fights more effectively with a squad, so you will be relieved to team up with a couple of highly trained Marines. You couldn't run into these men at a better time, because you will soon move onto a major battlefield. When you and your squad step out of the safety of your meeting room, Assassins on foot confront you, and others shoot at you from the upper tower levels. The snipers can do a lot of damage at very long range, so protect your squad.

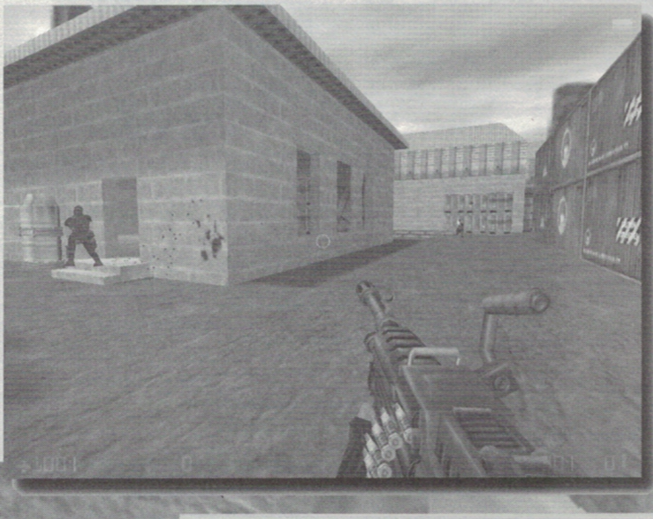
Use your cover well and make your way to the stairway across the lot. At the top of the ladder, a deadly sniper waits. He will probably hear you ascending the ladder, so prepare to defend yourself.

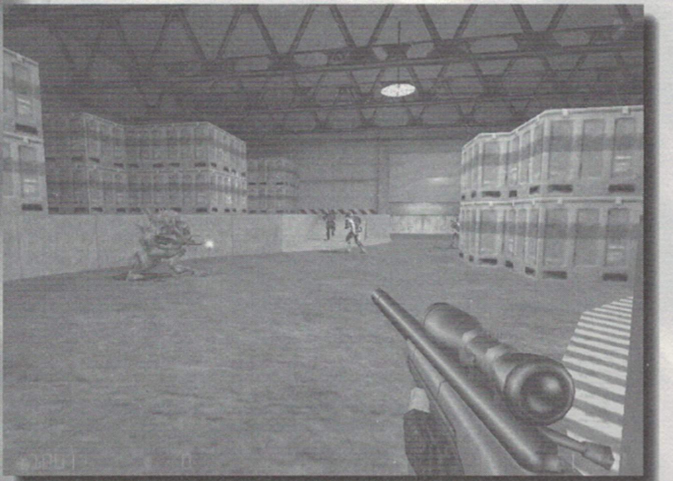


If you make it to the sniper's hideout and kill him, you can add his M-40a Sniper Rifle to your arsenal. If not, you can pick up the Sniper Rifle shown here. This weapon works great for getting the drop on adversaries from a distance. Make sure you find a safe spot before you line up your shot, because if you get caught off guard in a close-combat situation, you can't defend very well with the slow-loading rifle. Use the scope with your alternate fire mode to accurately snipe targets very far away.



Take your squad (if they haven't all died) and move around the orange storage containers and down an alley. Listen for approaching footsteps, because two Assassins will try to advance on you and your men. You should come across a solid cement building with three Black-Ops holed up inside. Around the corner from that building, you and your men will run into three more Assassins before you can proceed into a hangar door.

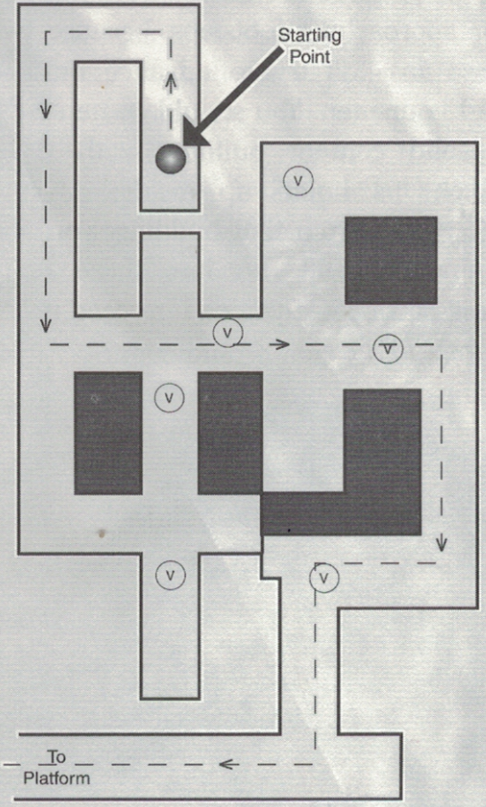


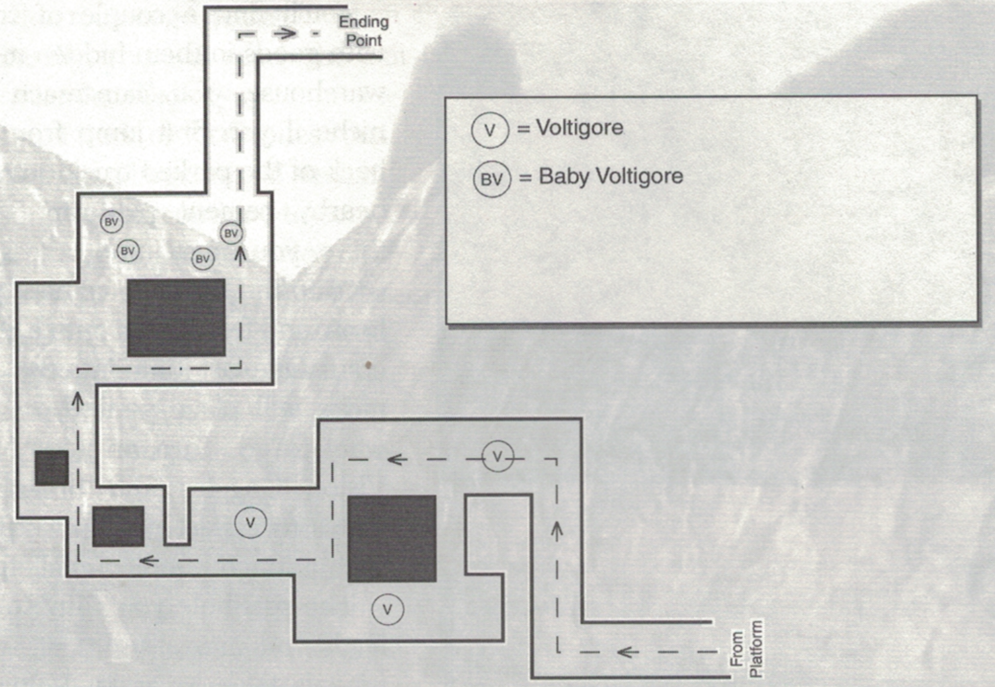


The previous advance across the asphalt represented a serious Black-Ops onslaught. If your squad managed to stay alive, that demonstrates your great tactical skills. But don't stop to congratulate yourselves yet. Inside the hangar, a battle rages between Shock Troopers and Assassins. If you feel like it, you can run in and join the fray, but a smart soldier would hang back and let them pick each other off. When the fighting stops, you can enter and easily take out who or what remains.

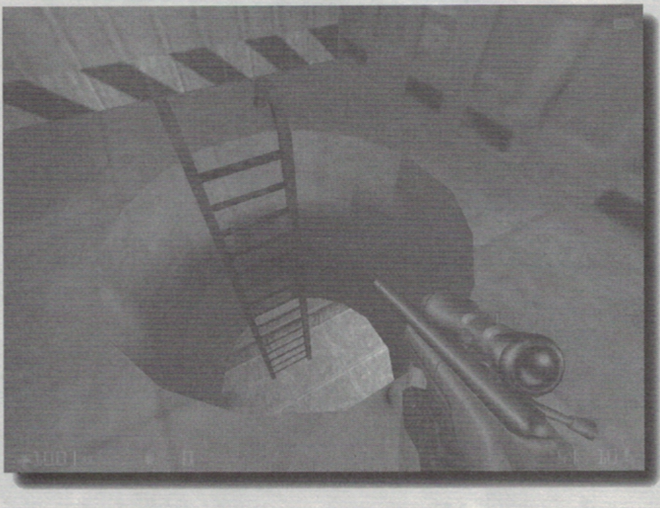
Health x 7
Battery x 4
Spores
Rocket x 2
Satchel
Trip Mine
Shotgun ammo x 2
9mm x 2
Launching Grenades x 2
Sniper ammo
Sniper Rifle x 2
Displacer ammo x 2
SAW ammo

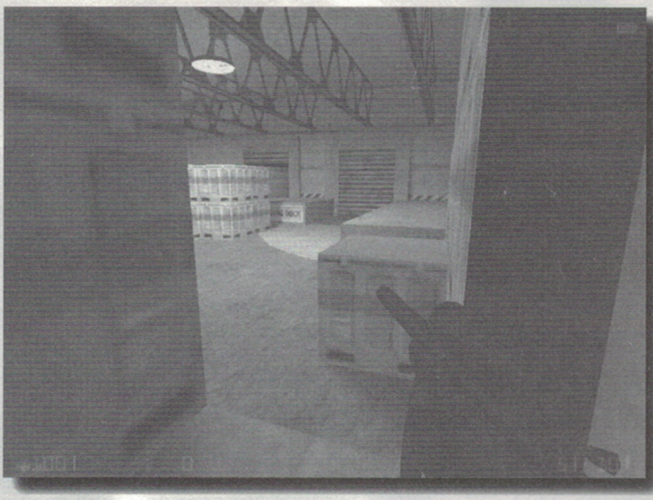
Ⓥ = Voltigore

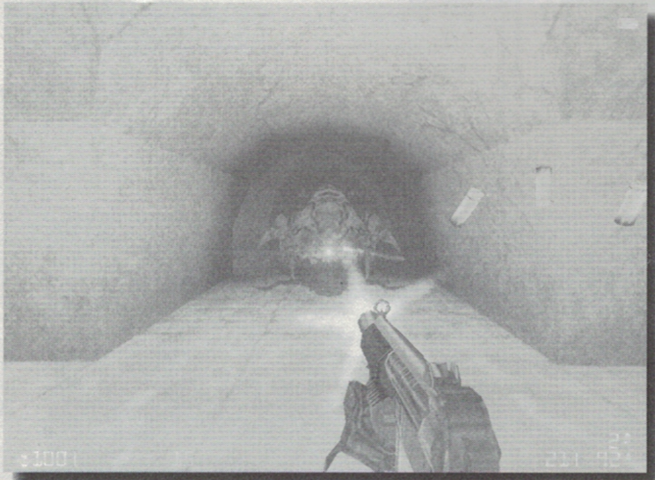



Ending Point
V = Voltigore
BV = Baby Voltigore
BV
BV
BV
BV
V
V
V
From Platform

You can only proceed in one way, by climbing down the manhole. Your soldiers, if any still live, should remain behind while you scout ahead. Before you proceed, make sure you collect all of the ammunition and supplies from the crates in the area.



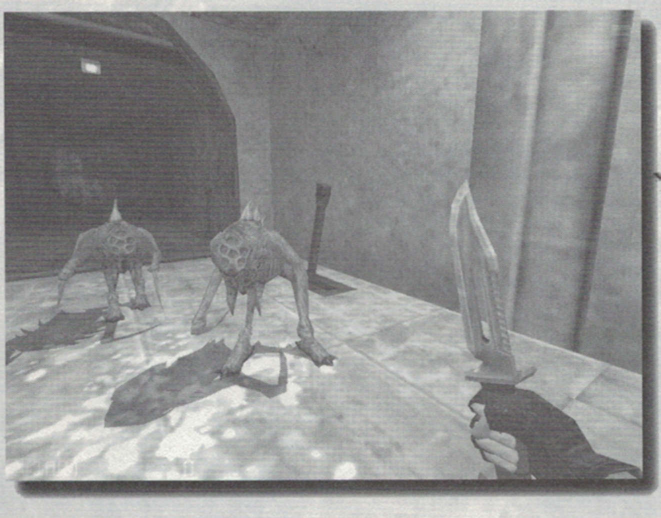


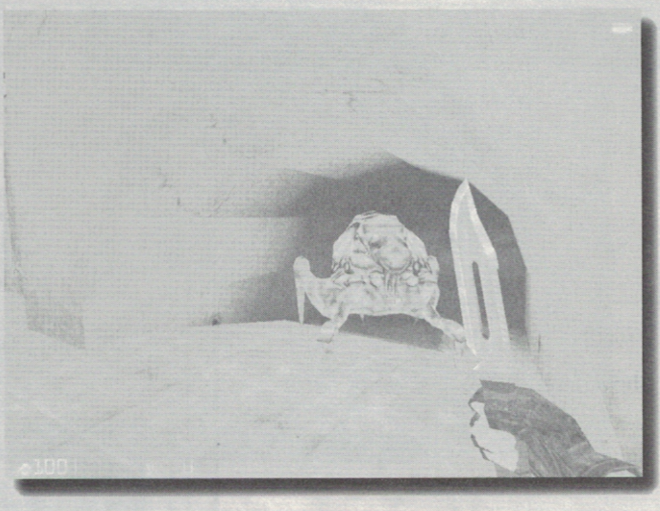


You'll find a couple of crates with goods in them hidden in this warehouse. You can reach this niche if you first jump from the back of the parked truck onto the nearby cement platform. From there, you must jump across the road to the opposite cement platform, and from there onto a metal crate. One last jump into the dark niche will place you where you want to go. Turn on your Night Vision Goggles and break the crates to collect your reward for such a tough jumping challenge.

The manhole you climb down leads you into a series of sewer tunnels taken over by Voltigore. Vines hanging down from the ceilings worsen visibility in these already-dark tunnels. Use your Night Vision Goggles to see while you wander through the dark maze. I won't waste my time trying to walk you through the maze-like tunnels, telling you where to find all of the Voltigore. Just refer to your guide maps, unless you think you are clever enough to get by without aid. If you find yourself getting lost in the maze of the tunnels, you might want to shoot the walls when you pass. That way, if you return to a spot, you can recognize your marks on the walls. Try using your Trip Wire Mines against the Voltigore. You can place these across tunnel paths, so when the Voltigore chase you into retreat, they will trip the mines and take quite a bit of damage. The Displacer also works well against these huge aliens. Just make sure you shoot from far enough away so

you don't damage yourself when the Displacer detonates its blast. Eventually, you will reach the exit from the tunnels, where you will find a ladder leading up.





A wild pack of Pit Drones runs at you from a large tunnel straight ahead. The will continue to come indefinitely, so you must close off their entrance to the tunnel by pulling the floor lever. When you get across the waterway, the same thing will happen on the other side. Again, you need to close the entrance.

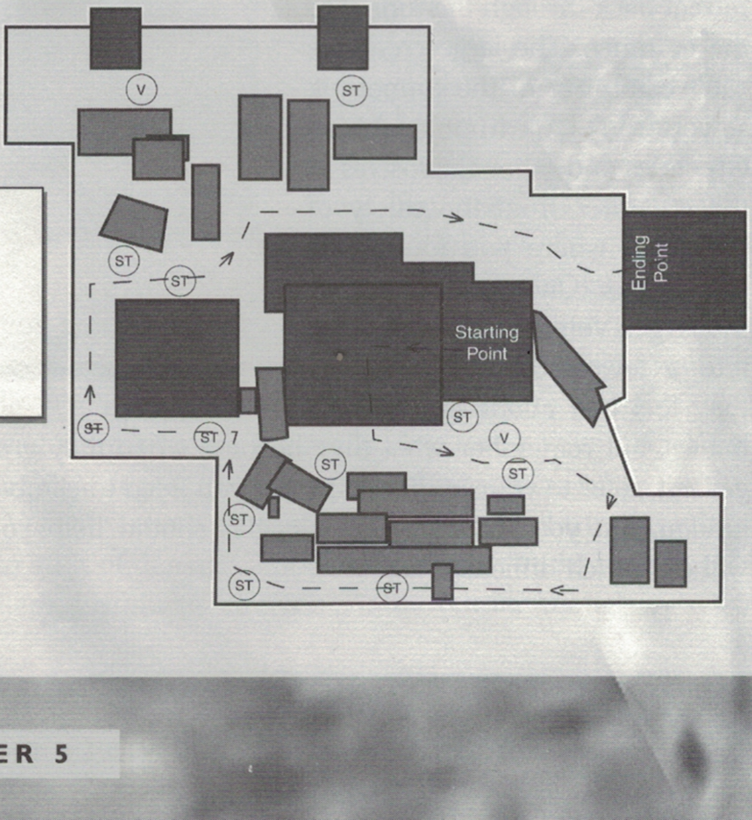
Another series of Voltigore nest in tunnels that you need to navigate. To deal with this group, move cautiously through the tunnels until you meet one of the beasts. Enrage it to the point where it wants to chase you, then retreat back through the tunnel to the entrance. The large creatures can't climb out of the tunnel pit, so you won't have trouble lobbing Grenades and other Explosives at the creatures from the safety of the canal where you fought the Pit Drones. Once you clear out the larger Voltigore, you may run into a few Baby Voltigore. You may feel bad about killing these babies, but remember what they become when they grow up. If you get lost, refer to your map. The ladder you need to climb to exit is well hidden, but your Night Vision Goggles should help you discover it without much difficulty.

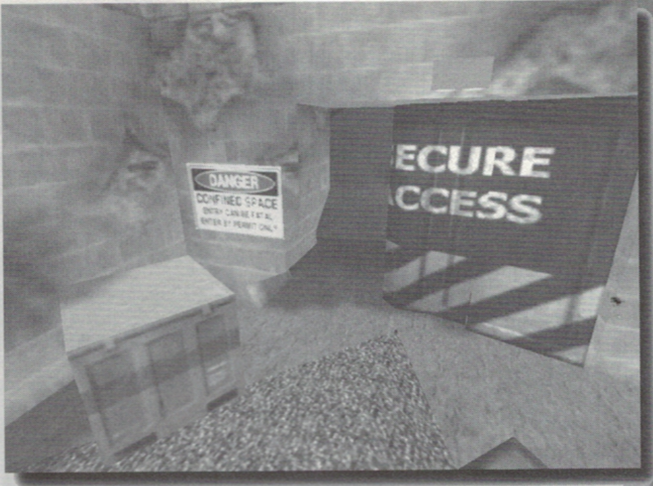
At the top of the ladder sits a very solid metal grate. Fortunately for you, a Torch Engineer stands above the grate. The Engineer has two companion soldiers, one's a Medic. They have no orders, and they could use a corporal like you to command them on their way. This group of Marines, with you as their commanding officer, can fight very effectively. You will lead your squad outside into a very hostile situation. Throughout the area, you will need to navigate around buildings and storage containers, battling alien after alien.

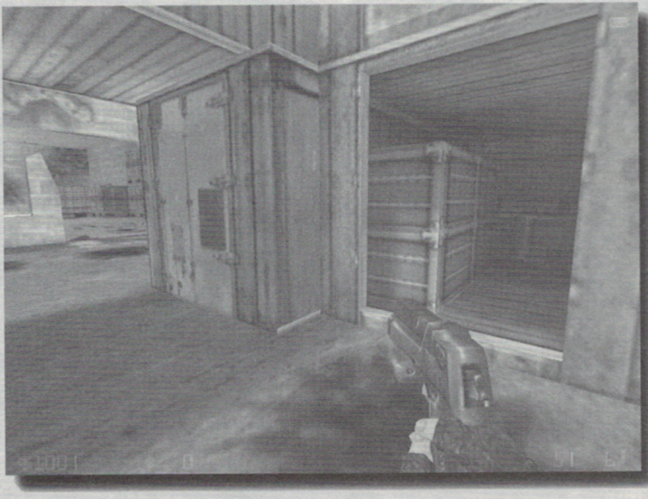
.357
SAW ammo
Sniper ammo
Health x 7
Rockets x 2
Displacer x 2
Spores
Satchel
Combat Rifle

(V) = Voltigore

(ST) = Shock Trooper



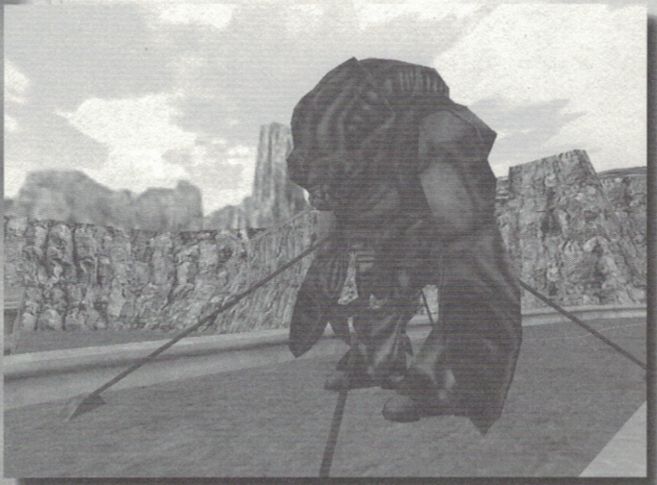


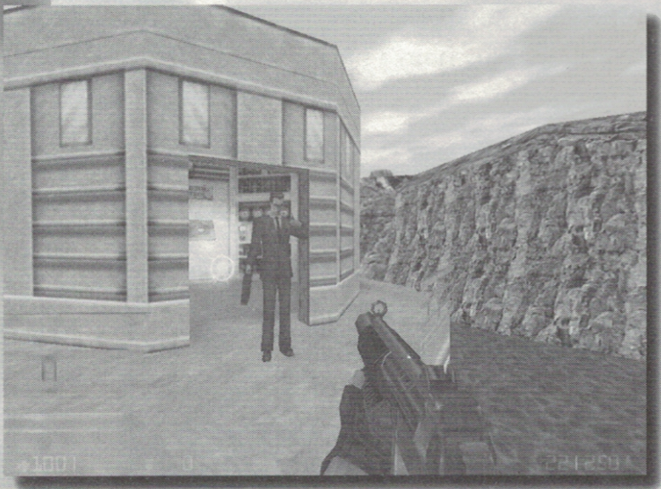


Before you and your men make it to the cracked hangar door, which indicates the endpoint of this small war, you will confront a total of two Voltigore and eleven Shock Troopers. When you first come outside, the largest fight will occur, with three Shock Troopers and one Voltigore. After that, you will encounter only one or two aliens at a time. Make sure you keep at least one friendly soldier alive and with you as you take down Shock Troopers. The Shock Roaches that dying troopers leave behind look small, but over time, those little bites can kill you. Friendly soldiers can help you a lot by mopping up these little guys after the big creature drops. Also, keep your Medic back and retreat with your wounded soldiers for healing when necessary. Refer to the map of this area to help you make a strong battle plan.

Just outside the building where you meet your soldiers, you can find a small niche between storage containers where a pressure tank lies on the ground. If you puncture the tank, it will explode, blowing open one of the containers. Inside the container, you'll find several Satchel Charges and some Hand Grenades. These weapons become very valuable in heavy-combat areas like this.

SAW
SAW ammo x 2
Health x 2
Sniper Rifle
Combat Rifle
9mm
Satchel x 5
Shotgun x 2
.357

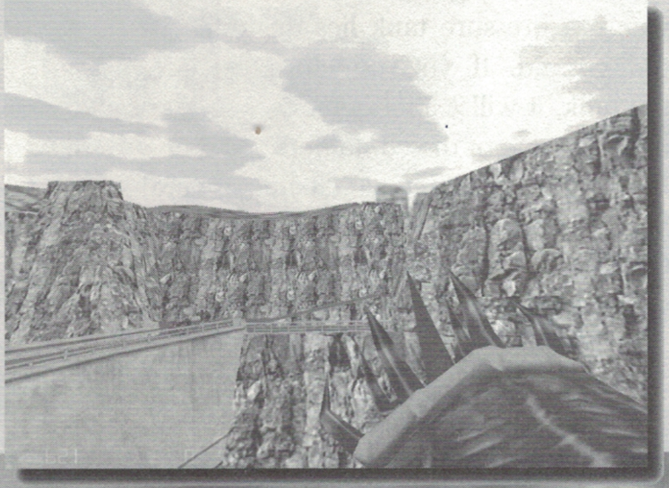




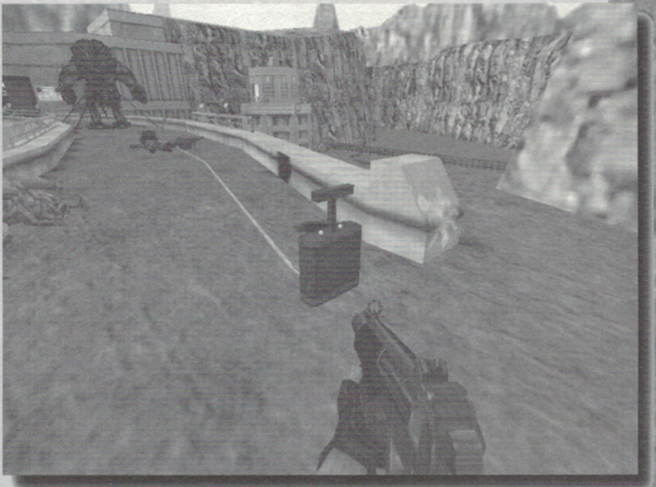
You and your squad, if they still accompany you, will meet up with other soldiers who have managed to capture and tie down a giant alien called a Gargantuan. Unfortunately, they can't keep the alien from attacking with a ferocious stream of fire. The Gargantuan seems impervious to conventional weapons, but enough Explosives will enrage the creature to the point that it can break free of its chains. You have nothing to gain here, so you should probably avoid the creature, leaving it tied down.

Next to the dam sits a tower where the briefcase-toting administrator, G-Man, appears to survey the action. Eventually, he will turn and walk through the teleporter. Many glowing Sprites in the area seem to flock toward G-Man. Maybe you'll learn more details about this mystery later.

On the dam, you must get from your side to the other side. Over there, soldiers have set up a powerful explosive



charge to blow the dam. You can do this one of two ways. You can grapple across, or you can try to make a run for it. The safest, and probably wisest, strategy requires you to use the Barnacle to grapple across. You can't just aim and go on this one. If you try to start from the bridge, you will probably take serious damage from the Gargantuan, since you will swing right over it. You can avoid this danger in two ways. First, you can aim and shoot the Barnacle, then jump off the bridge. The Barnacle will proceed toward its target, and you will go across at a safer angle. Or you can jump into the water and Barnacle from there. This offers you several choices of trajectory, but you'll bob up and down in the water, which makes for a tricky shot. If you don't want to use the Barnacle, you can hide and wait until the Gargantuan turns around to deal with the soldiers on the other side and then get on the dam ledge and run past it. This requires great skill and timing. A soldier such as yourself can probably handle it, but it won't be easy. You must decide which strategy to use, then cross the dam.

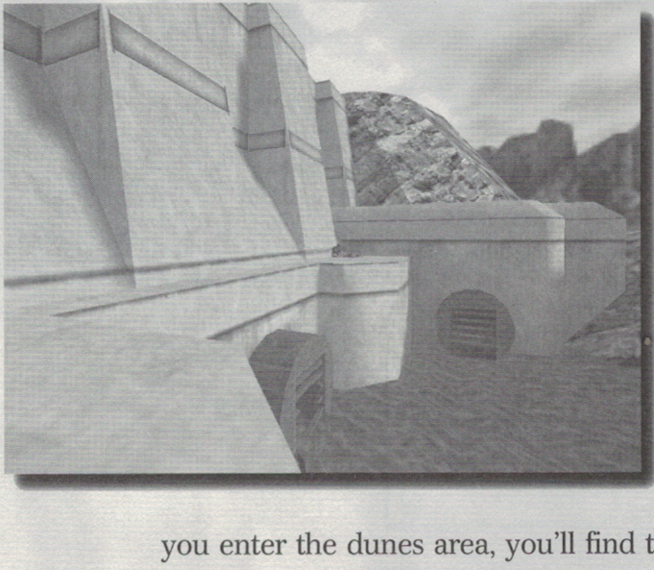


Once you make the trek to the other side of the dam, you must fight two Shock Troopers who have come to rescue their alien comrade from his bondage. To rid the planet of the Gargantuan, you need to activate the dynamite plunger on the bridge. The resulting explosion will not only destroy the Gargantuan, but also take out a nice chunk of the dam. The crack left in the middle of the bridge opens a vent, allowing you to enter the pipes and proceed.

SAW ammo x 2
Health Wall Unit
HEV Wall Unit
Spores

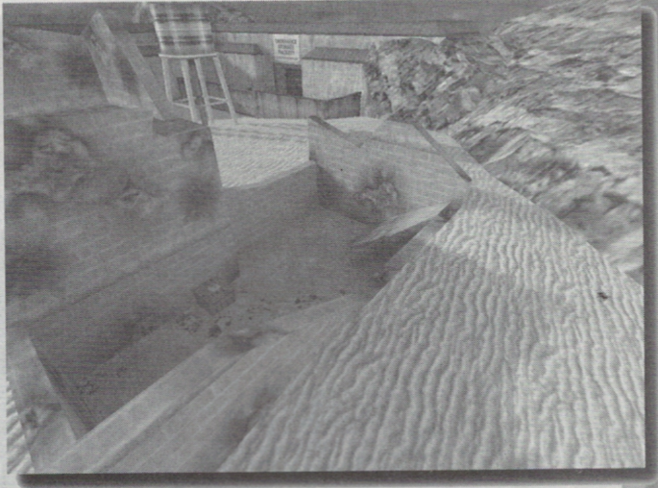
THE PACKAGE

You must fight the water current in the pipes to keep from getting mashed against the grating and escape through the broken grating you'll eventually find. When you come out of the water, you'll hear two soldiers assessing the situation ahead. A group of Black-Ops mans a Turret Gun around the bend, daring anyone to approach. You and your new squad will have to fight off the Assassins who attack, then run and take cover behind a downed helicopter. Two more Assassins will advance from the right. At that point, you must silence the Turret Gun by taking out the Black-Ops manning it. If you can take control of the Turret Gun, you can use it to fight off the Assassins advancing from straight ahead of you. If the Turret Gun proves too difficult to approach directly, try using your Sniper Rifle to scope in on the shooter's head. Once you clear the area, take your men and head along the water path to the left of the helicopter.



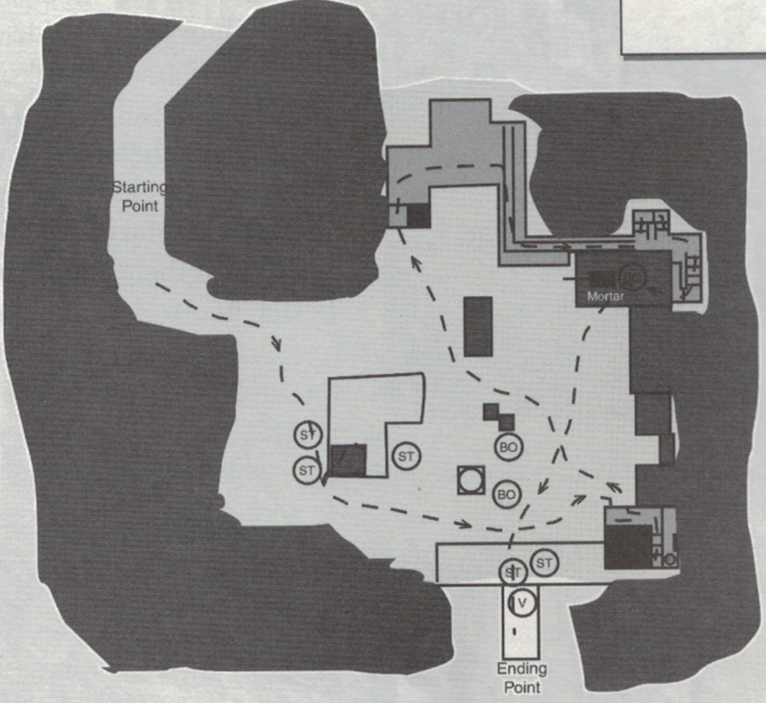
Above the pipes where you enter the dunes area, you'll find the back side of the dam facility. You can climb part of this structure and find a fallen soldier who leaves his Shotgun and some ammunition for you.

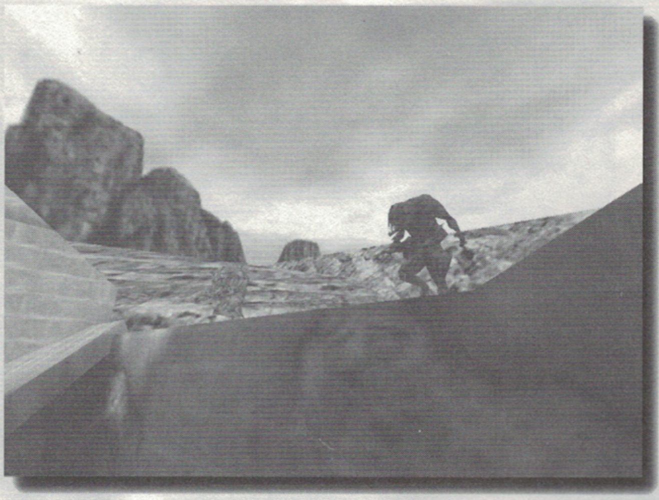
At first glance, the open quad looks deserted and somewhat harmless. But within seconds, you will realize that a Mortar located on a high ledge across the sandy dunes is shelling you. If you run to the right very quickly, you can take cover inside a destroyed building, but you will not go unnoticed.



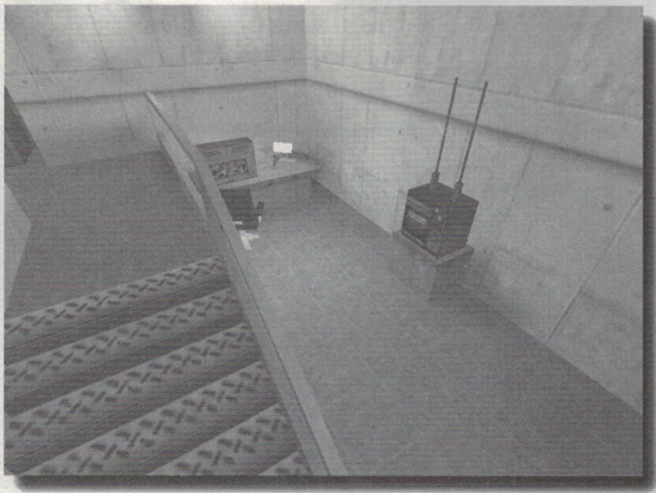
Health x 2
Shotgun ammo

V = Voltigore
ST = Shock Trooper
BO = Black Ops Assassins

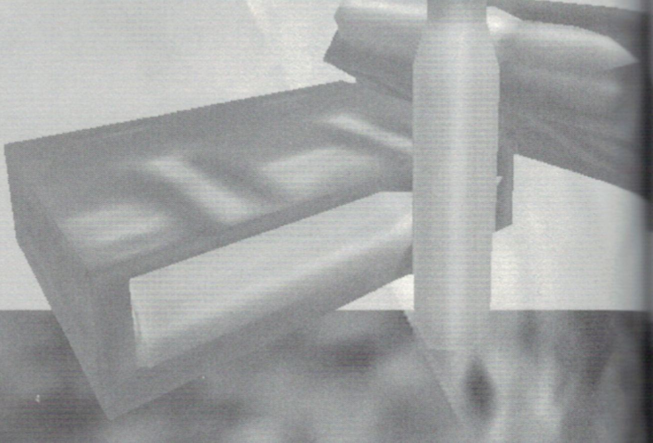

Starting Point
Mortar
ST
ST
ST
BO
BO
ST
ST
V
Ending Point



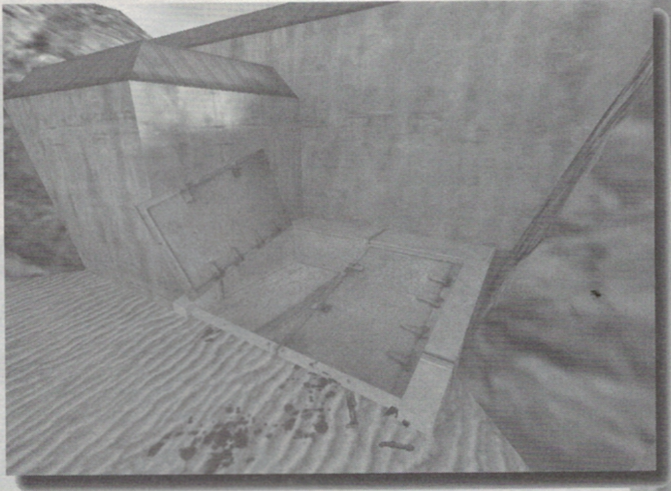
Three Shock Troopers spot you and warp in on the ground level. Try to duck underneath the concrete slab or into the corner of the building next to the crate. These offer the safest positions for a fight with the Shock Troopers if the Mortar keeps firing. After you defeat the Shock Troopers, move as quickly as possible to the far wall adjacent the mortar. While you hug the cement wall, the Mortar can't fire at you. Here, you can use your Sniper Rifle to kill the man operating the Mortar. This will allow you to move around the area with relative ease.



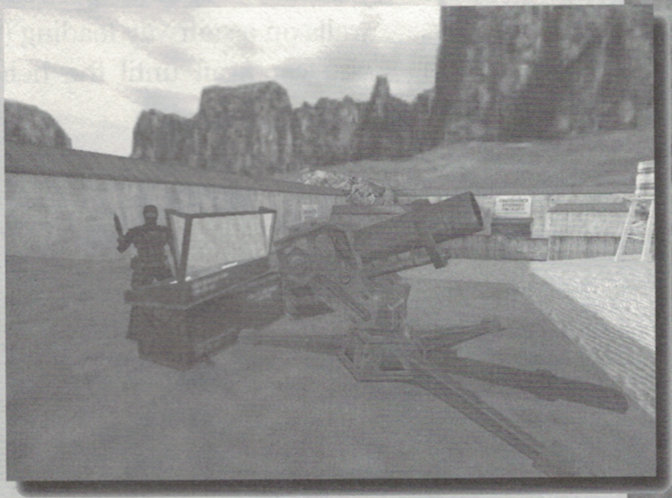
Run past the water tank to the back of the quad, and you will find a small metal door. Just inside the door waits a Black-Ops guarding a radio. On that radio, you'll hear the sound of Assassins ambushing a squad of Marines. They want your help, and you'd better hop to it, Soldier.

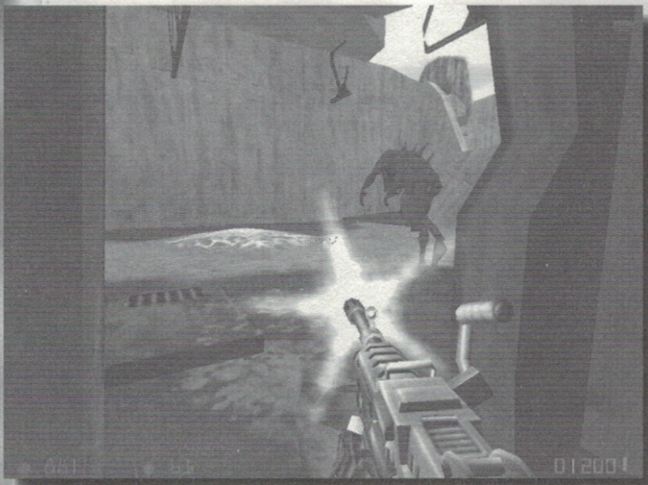


You need to run across the quad and locate the door of the bunker where the Assassins are slaughtering your comrades, but you will battle aliens along the way. You reach the bunker too late to be of any service to the soldiers. However, you must continue on, trying to locate their killers. Use the crates to get up onto the pipes and drop through them.



When you find the stairs, you have found your fellow Marines' killers. Four Assassins hold positions on the two-level stairway, diligently guarding the passage leading to the Mortar. You'll see another Black-Ops Assassin manning the Mortar if you didn't kill him earlier. When you approach the gun, two Vortigaunts will warp in on the Mortar field. If you can take them out, you have nothing to worry about. But if you give them enough time, they'll warp out again and reposition themselves behind you up on the Mortar platform. So kill them as quickly as possible, because you have probably taken a beating fighting all the Black-Ops Assassins, and don't want those aliens to shoot you in the back. Once you take possession of the Mortar, use it to blast a path out of the quad. Shoot to the far left, and you will blow away the giant fence releasing two Shock Troopers and a Voltigore. A couple blasts of the mortar will make short work of these aliens. Just for fun, you can use the mortar to blow up the wrecked building and tank. If you shoot really well, you can even destroy the water tower. But don't have too much fun, Soldier, you've still got a job to do.

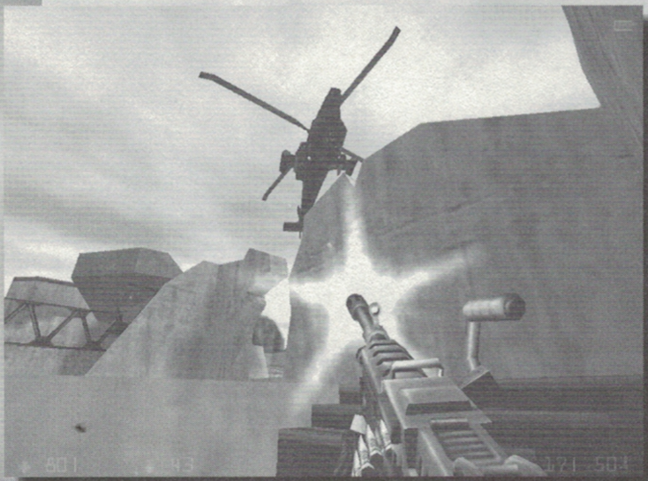




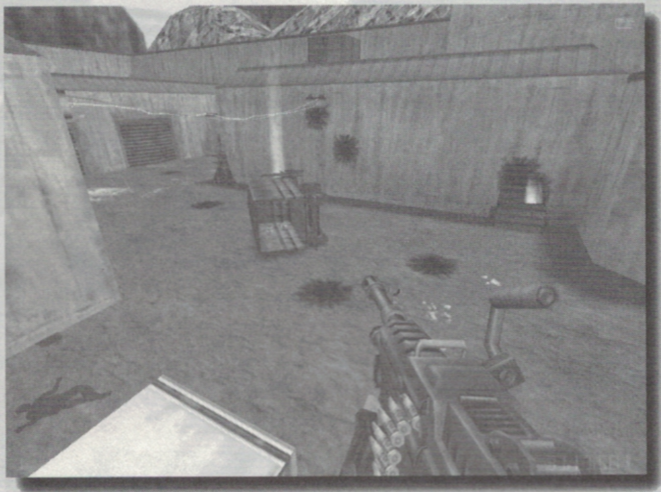
The newly blasted access will take you through a small passage into an area filled with aliens. Two Shock Troopers and a Voltigore mill about, trying to avoid gunfire from a Black-Ops helicopter flying above. Go toward the opening to the right and watch out for a sly Shock Trooper waiting to ambush you.

Health x 5
Battery x 3
Rocket Launcher
Rocket x 3
SAW
SAW ammo
Displacer ammo x 3
Trip Mine
Satchel
.357

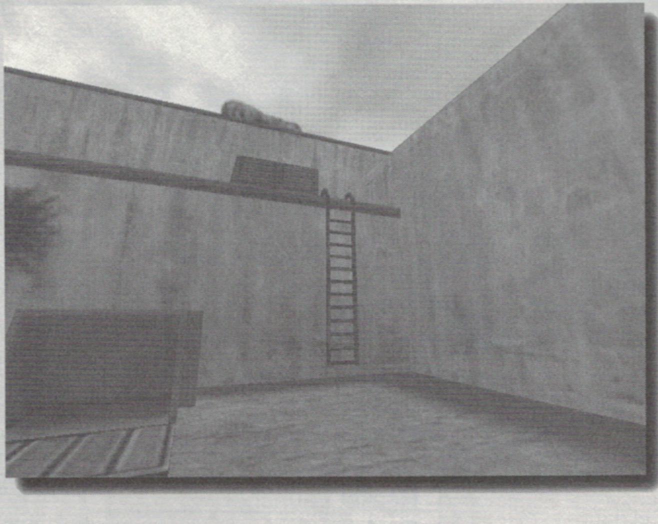
When you come out of the room with the hiding Shock Trooper, you will find yourself wedged in between two cement walls on a stairway leading up. From here, you can wait until the helicopter comes into view and launch a Rocket, taking it down in one well-aimed blast. Remember that you can guide your Rockets by keeping the laser dot painted on the helicopter. If you're short on Rockets, the Spore Launcher will also perform effectively against the Black-Ops helicopter. You may want to let it make a few passes before destroying it. The Black-Ops helicopter will attack the other aliens in the area before it sets its sights on you.

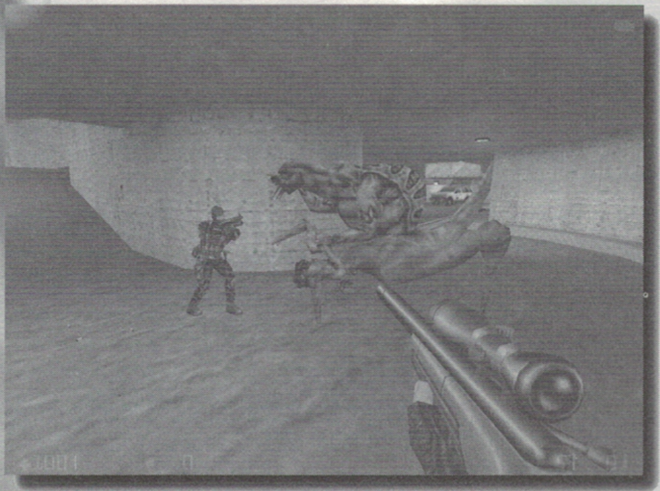


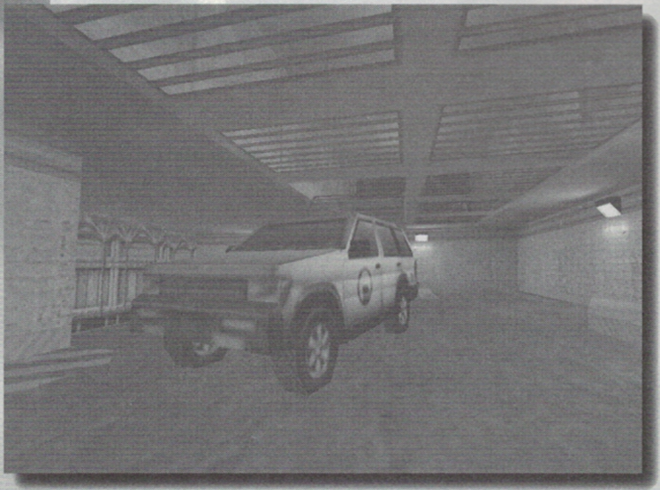
Once you shoot down the helicopter, you can proceed safely up the stairs onto the roof without having to dodge gunfire from above. On the other side of the roof, you can jump down to the level with the overturned truck. The Black-Ops may have killed all of the aliens in this area during their flybys if you waited patiently before you downed the helicopter. If not, you must deal with some beasts yourself.



Run across the asphalt to the ladder leading up to the opposite roof. Ascend higher by using the different vents to jump up. You will find a ladder leading down to a driveway with an opening in the broken door. Inside, you'll find a small power room, where you can use a switch to shut off power to the outside area. This will allow you to go back up onto the roof and use the power cable to reach an otherwise inaccessible area. On this side of the roof, you can find the open vents and drop through.





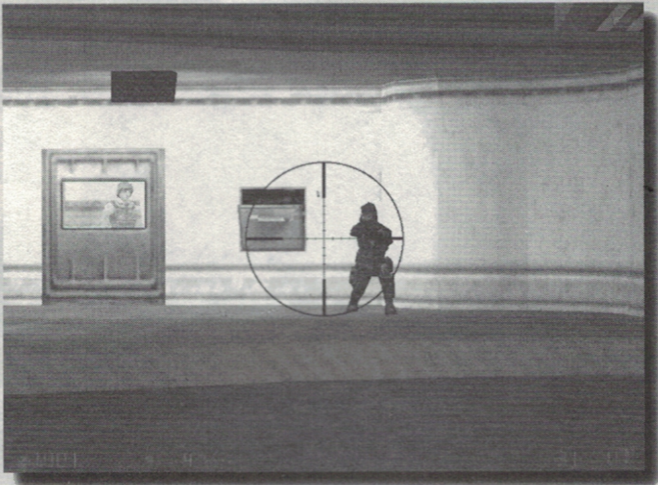


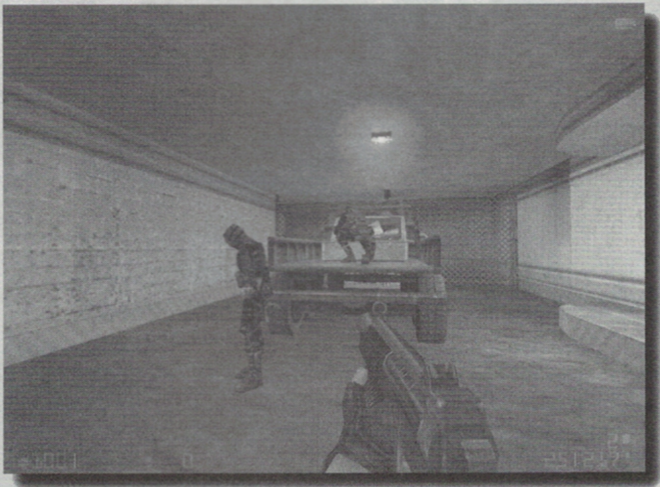
You drop through the vents into a large parking garage. Before you have time to get your bearings, two Pit Drones will come at you. After taking them out, proceed with caution down the driveway. Where you find two aliens, you'll probably find more. A Shock Trooper and a Voltigore await your descent. In the middle of a battle with these two aliens, you will hear another fight taking place not too far from your location. If you run down the drive, you will see the tail end of a war between aliens and Assassins. A good alien is a dead alien, and a good Black-Ops Assassin is a dead Black-Ops Assassin, so just hang back and let them kill each other.

As you head toward the parked Jeep, two Black-Ops in hiding will rappel down in front of you. They will begin shooting as they rappel. After you kill them, you'll find that you can't get out of the blocked driveway unless you use the Jeep to climb into the open grate. Hiding in the vent above the Jeep is Otis. What a sorry weakling. At least he managed to overhear a couple of Black-Ops discuss their plans for Black Mesa. Pick up the battery nearby and move on. You can do nothing for Otis short of putting him out of his misery.

Health x 6
Battery x 4
Displacer x 2
Rocket Launcher
Rocket x 2
SAW ammo
.357
9mm
Launching Grenades

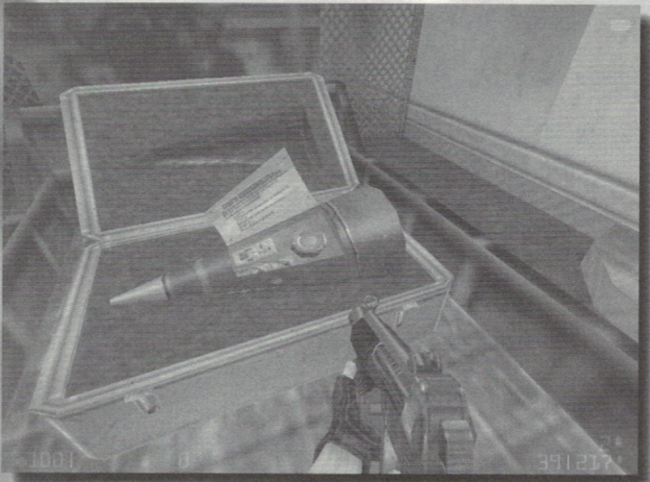
WORLDS COLLIDE

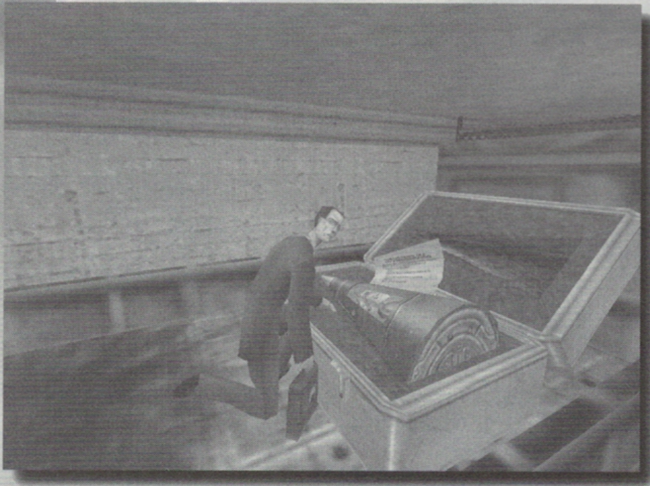




Otis has informed you that the Black-Ops, your own government's elite team, plans to blast Black Mesa off the planet with you in it. If I were you, Soldier, I would be pissed. From here on out, you must become a one-man killing machine, fighting for your life. You will encounter a great many Assassins whose only mission is to kill you. As soon as you drop from the relative safety of the vents, two Assassins will engage you. These guys won't cause too much trouble if you still carry ammo for your Sniper Rifle. You will spot a security guard in a control room, but he is too afraid of the Black-Ops and their Nuclear Explosives to let you in.

Run around the corner through the slightly open fence, and you will be witness to two Assassins loading a Nuke onto a truck. They will not see you, so you have the advantage here. You can sneak up on them and even listen to what they're talking about. When you get in position, kill them carefully, Soldier. They are manhandling a deadly device, and you'd better not shoot it.



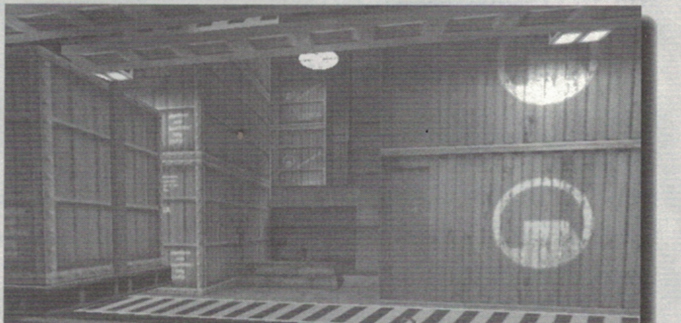


You need to shut off the Nuke before it wastes the entire area. Do this by getting up into the truck and using the bomb.

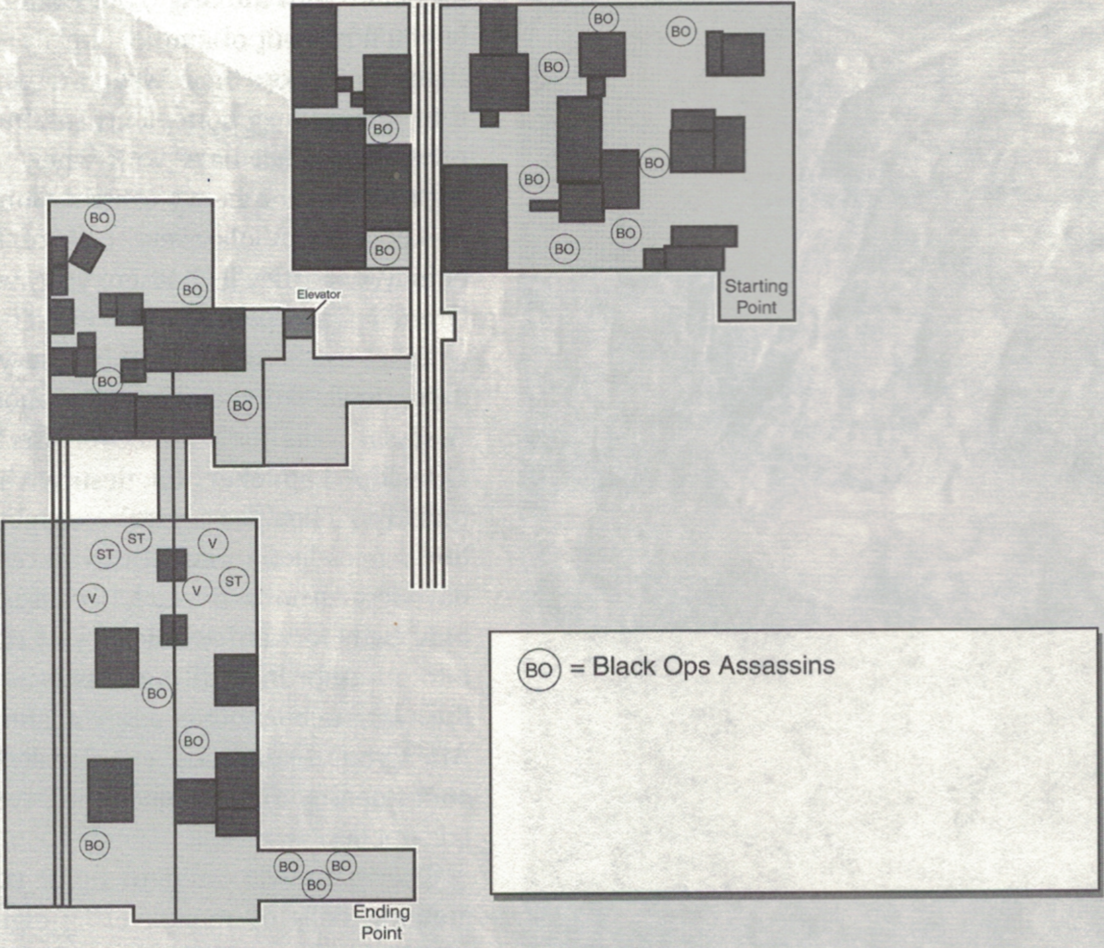
When you go back to the locked door, Barney will happily let you in. If you look out the window at the truck carrying the Nuke, you will spot G-Man messing with it. He wouldn't be turning the Nuke back on, would he?

Barney will blab at you while you make your way back and onto a lift. From here, you will go down into a basement storage area literally infested with Black-Ops. Because of the upcoming fights, you'll want to collect everything you can before you descend. The only advice I can give you about the lower level is to take cover and move quickly. The SAW is your best friend here. Stay low and try to stay in positions where you keep your back covered. If you start running through the crates, the Black-Ops move in to flank you and cut you down. In several areas,

Satchel x 2
Battery
Displacer ammo x 2
Hand Grenades
Trip Mine
Health
SAW ammo

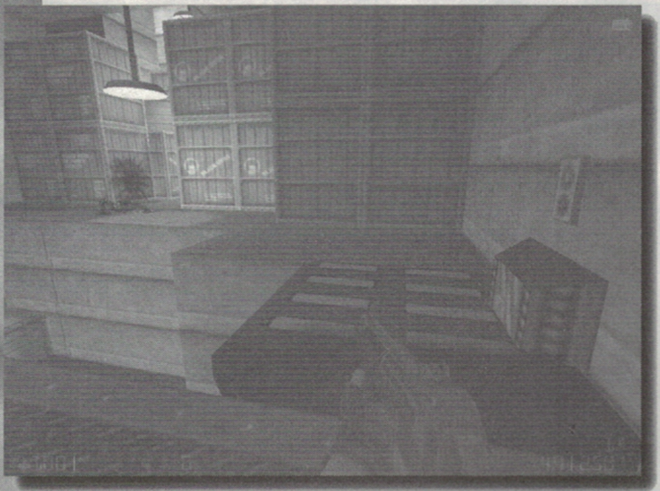


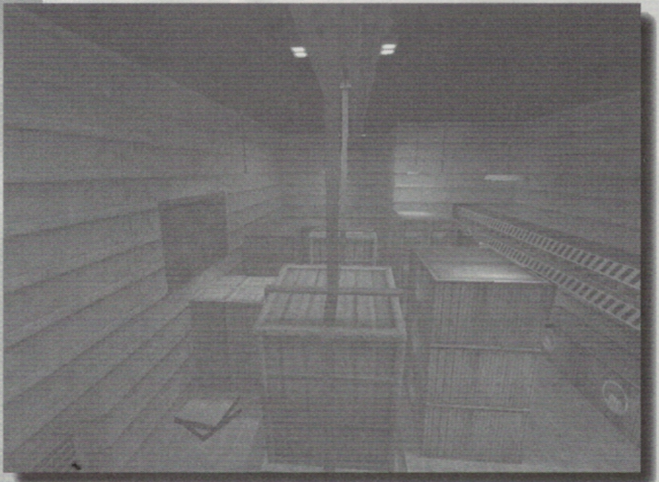
you will need to use your environment to stay alive. In one such place, a Turret Gun covers your only path onward. A conveyor system allows you to use a moving box as cover to get across and behind the Turret without taking any hits.



Following the path of the moving box will take you to an area with metal containers that you must climb to get to a higher level. I shouldn't have to tell you at this point to keep an eye out for more Black-Ops. Jump down to the lower level and study the movements of the boxes. You must skillfully advance between the moving boxes without getting crushed. This is much more difficult then it may seem at first.

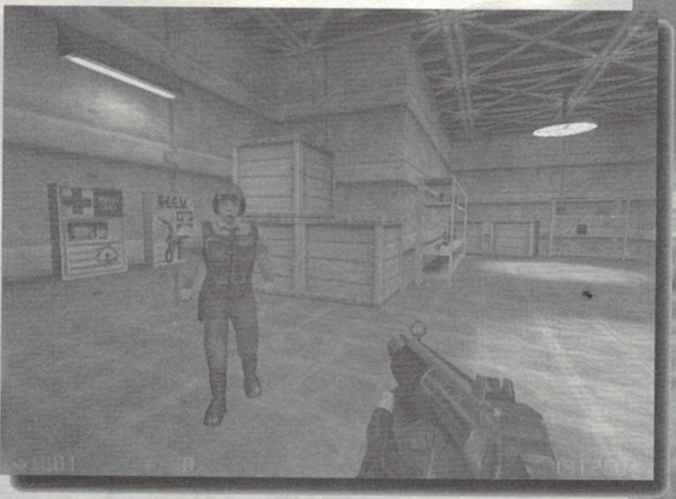
Be patient, but persistent. Use the maps I've provided to determine the correct path, and try to use the Sniper Rifle to get a bead on Black-Ops who haven't seen you yet. They become much more difficult to deal with once they know your location. In the stand-up fights, you'll do better with the SAW, but eventually you'll run out of ammo. Luckily, the Black-Ops drop their weapons when they die, giving you plenty of 9mm ordnance to fall back with when you get short on the heavy-caliber rounds. Make sure to kill every one of the enemy, or they'll bother you with Grenades and panic fire.

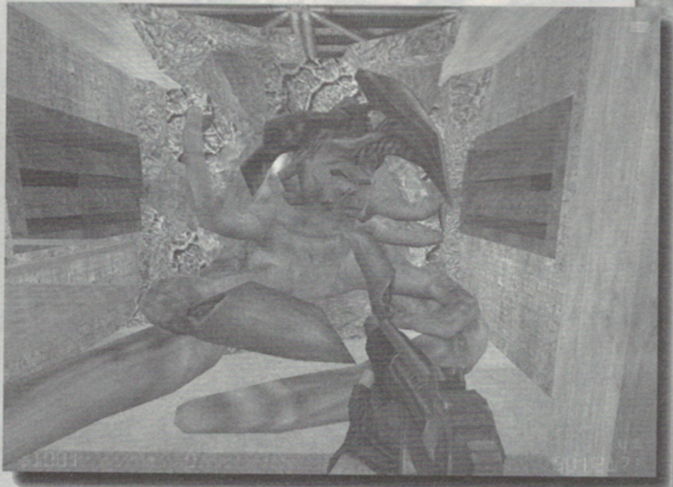




Take the small lift up when you come to it. Another Grenade-lobbing Assassin waits for you above. Use the Grenade Launcher to destroy him quickly. The passage through the boxes feels like a maze, but you really have few turnoffs. Beware, because the only path forward will lead you right into an ambush with one Assassin on the right and another straight ahead. After your battle, you can break the crates nearby to find some much-needed supplies.

Then you will need to hone your jumping skills by maneuvering higher and higher over the boxes and crates until you reach a passageway that the boxes move through. You'll need to time your progress through the conveyor system tunnel, making your way forward and into side niches when the crates pass. Once through, you will look down into a room with two swinging boxes and a bunch of aliens in combat with Black-Ops. As soon as they spot you, they'll fire at you. You can back up and





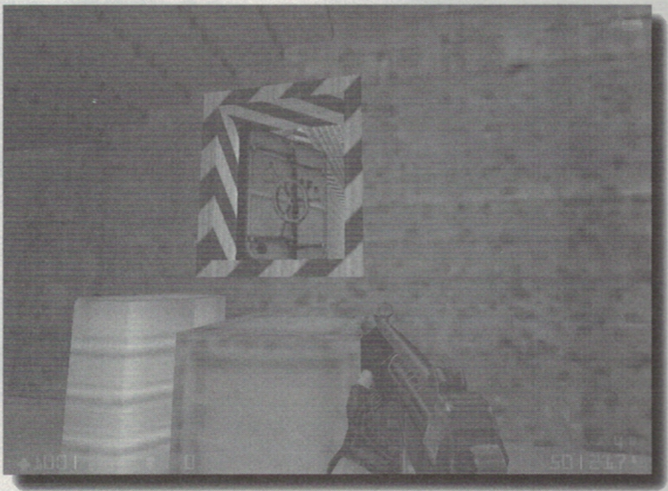
let the two adversaries fight each other, or you can descend into the room right away. I would use the height advantage to toss down Explosives. To get down to the lower level, you have to jump onto the swinging boxes. The jumps may seem small, but if you time them wrong, you will fall to your death. Jump when the two boxes get closest together or when the farthest box is on its upswing to make your leap easier. You'll need to keep jumping down to lower and lower platforms to keep yourself from falling far enough to take serious damage.

On the ground level, you will have to fight several more Black-Ops before you can advance up the ramp. When you kill the last Assassin in sight, you can breathe a sigh of relief, because you won't see these traitorous jerks again, at least not on this mission at Black Mesa. Somehow, Barney has managed to survive by hiding out in one of the storage areas. He warns you about what lies ahead and happily supplies you with lots of ammunition, weapons, health kits, and batteries that he has collected. Once you gather all you can carry, jump on the large platform down below. Be afraid, be very afraid.

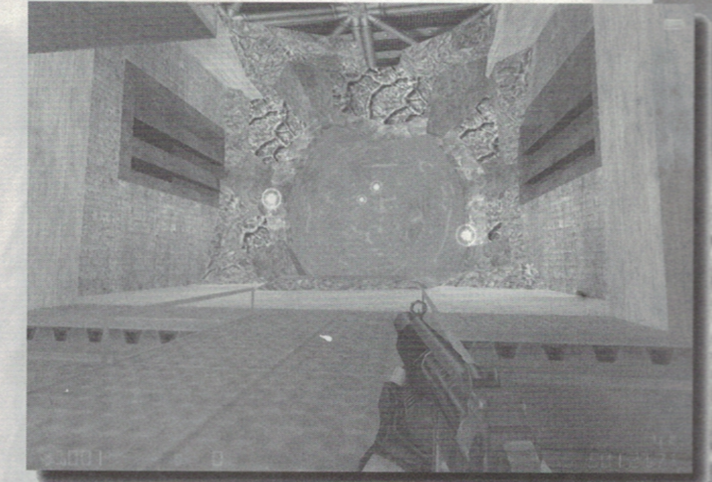
Everything you have done thus far will seem like merely child's play compared to what I now require of you. Not too long ago, I sat in at a top-secret meeting at an undisclosed

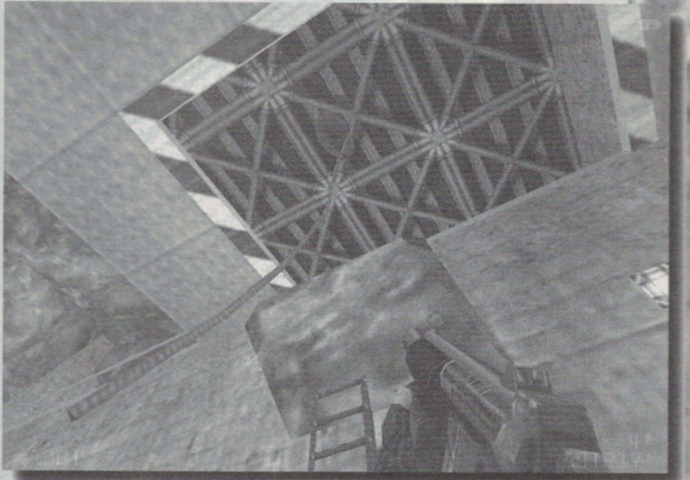
Health x 7
Displacer ammo
Launching Grenades x 6
Battery
SAW ammo x 3
.357 x 3
Health Wall Unit
HEV Wall Unit
Rocket x 2
Sniper ammo

location with several of the most powerful men in the world. Needless to say, a lesser man would have been intimidated, but I managed to take it all in stride. What I learned at this meeting left me shaking. It seems the aliens have the equivalent of a biological resource management factory. This alien, referred to as a Gene Worm, can take any Earth resource, such as oil or trees, or even dirt, and alter it enough to make it useful to alien needs. The aliens want our planet for the natural resources, and we must fight them for it. So far, we have enjoyed the home-field advantage when aliens came to Earth to attack us. But if the aliens manage to get one of these Gene Worms set up and productive on our planet, we lose that advantage. Not to put any undo pressure on you, Soldier, but you are our only hope in keeping this creature off this planet. Don't feel that your government has deserted you to do battle alone against this giant Gene Worm. Although you will, in fact, be the only Marine in there with the alien, we have scrambled to develop a foolproof combat strategy to aid you.



Fight the wind to get down the stairs, and you will see a couple of crates and a metal drum. Push the drum up against the hatch door with the wheel, and you can jump on top to get inside the door. At the back of the small space, you can pick up two batteries. You'll want to do this, because you need all the help you can get.

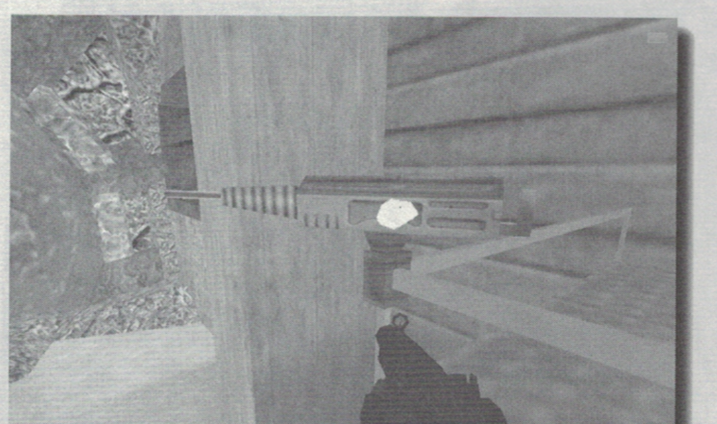


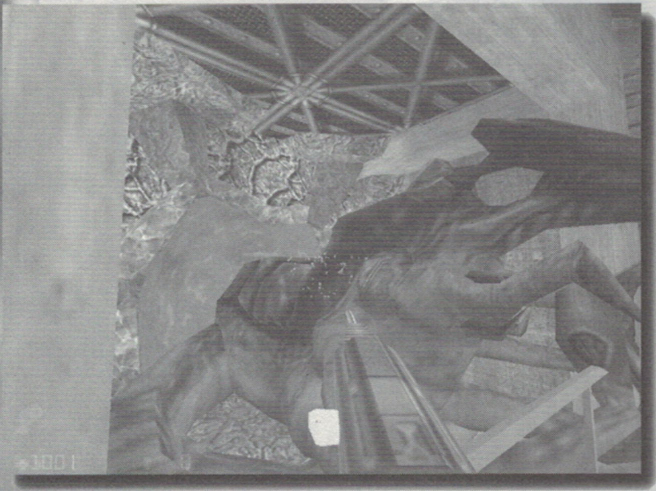


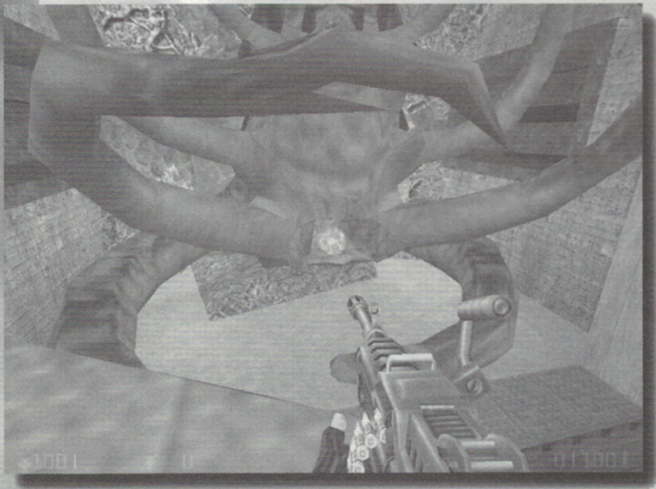
You will enter a room with an enormous glowing portal. Now you see the gate created to bring the Gene Worm to Earth from the border world. All around you, the Sprites you've seen throughout the facility fly in to charge the alien gate. You can do nothing to stop them from opening the portal where the Gene Worm will emerge.

Take this opportunity to climb to higher ground. Around the corner, you will see a broken ladder with a rope. Climb the ladder until you can grab the rope to get the rest of the way up. Or you can jump at the rope from underneath it. Either way, climb up to the upper platform and prepare yourself.

If you go back into the portal room, the Gene Worm will probably have made an appearance. Mounted on either side of the catwalk are two Laser Guns with unlimited usage. They draw power from Xen energy crystals, the very items that caused all these problems in the first place. You can only guess that the soldiers here before you managed to set these weapons up but didn't survive long enough to finish the fight.





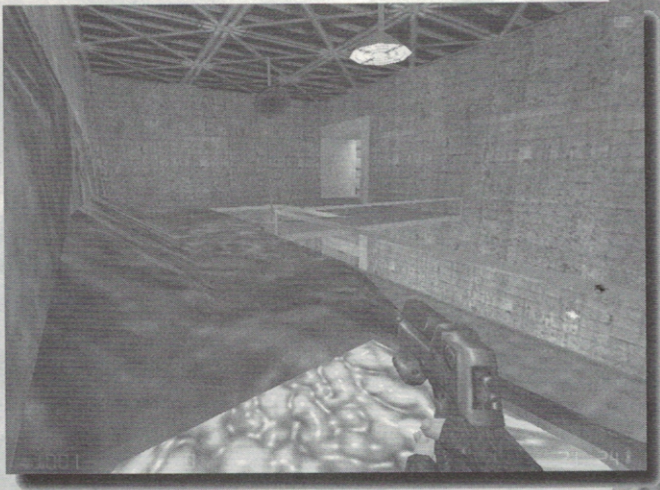


You must use the Laser Guns to shoot the alien in the eyes. This will make the Gene Worm very angry, and it will retaliate by tucking its arms in and letting out very deadly breath. Run and take cover when you notice the alien preparing for this attack.

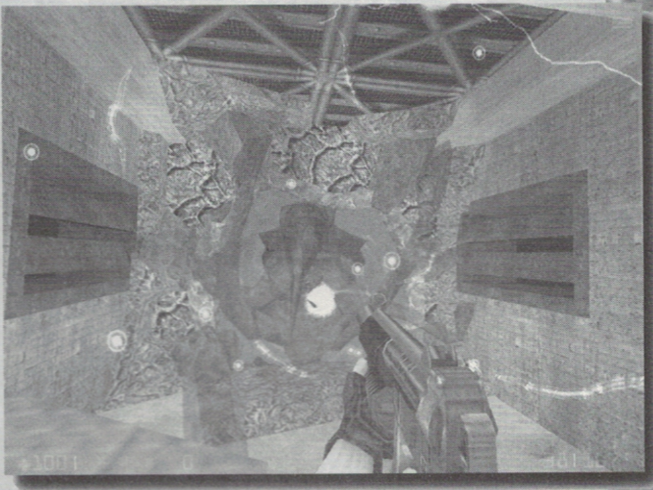
When you successfully shoot both of the Gene Worm's eyes, its belly will peel open and expose a glowing ball of energy. Do not attempt to jump into the belly of the Gene Worm. You would die before you even get there. Instead, shoot the opening with the Laser Guns or use a weapon from your own arsenal. The damage you cause to the Gene Worm's belly hurts the beast and further enrages it. The angry Gene Worm will warp in a Shock Trooper. You will want to kill this Shock Trooper right away, or it will continue firing at you.

You now know what you must do to defeat the Gene Worm. Just keep at it until the alien realizes that it will not

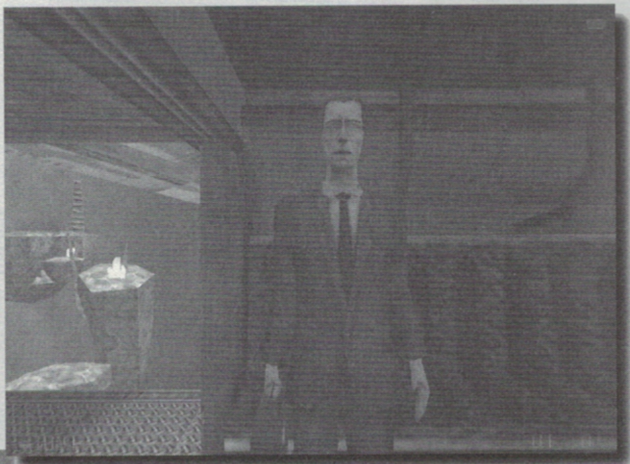
win. You must shoot the alien's eyes and then damage its belly a total of four times. Don't expect this to fall into an easy pattern, however, because the Gene Worm will begin to break the room apart. You will lose the bridge that connects the Laser Guns, so you must Barnacle over to the other side.



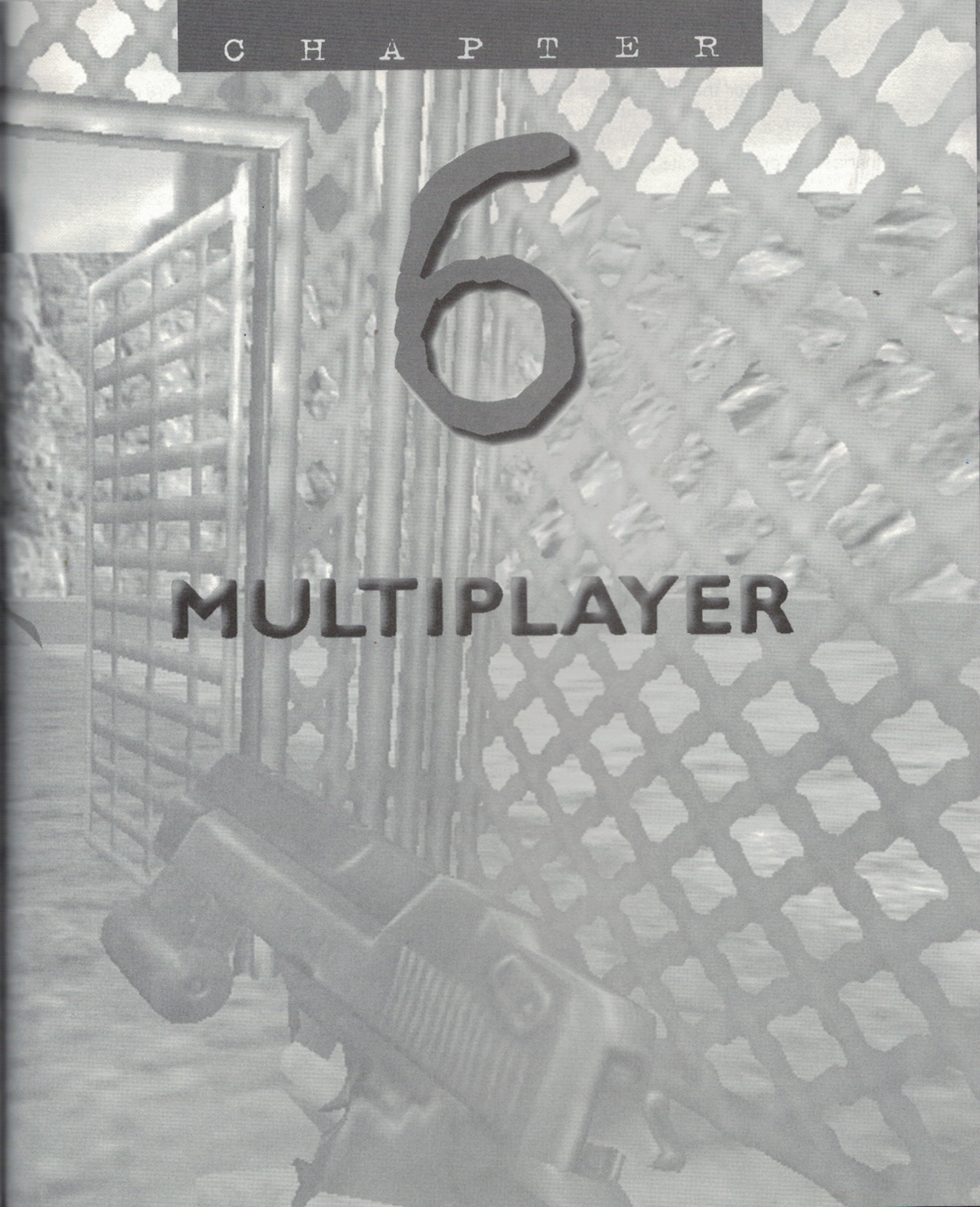
If you start to get wounded, and even the most elite soldier will take some damage, you can go to a side room on the upper level and replenish your strength in the pool of healing water. Use this as often as you need to in order to stay alive.



If you have enough patience and skill, you will prevail. The Gene Worm, thus defeated, must retreat back into the portal from which it came. Its death looks as marvelous as it is dangerous, so watch in awe as you realize you have saved mankind from an alien threat it can never truly understand. I'll bet you wonder what reward awaits you for your heroic deeds. The administrator will explain everything.



9mm
Satchel
.357
Battery x 2
Healing Pool
Spores



CHAPTER

6

MULTIPLAYER

After you master the single-player game of *Half-Life: Opposing Force*, more fun waits for you online with a collection of All-Star multiplayer levels. In the following pages, we analyze scenarios and provide strategies for *Opposing Force* death matches.

WEAPON USE

PIPE WRENCH

The Pipe Wrench works great for melee while you search for more serious firepower. Hold down on the alternate fire key and wait until an opponent gets within arms reach. One charged blow of this plumber's tool does more damage than many projectile weapons found in *Opposing Force.*

KNIFE

Although the Knife does less damage than the Pipe Wrench, it deals a critical hit when you strike an opponent from behind.

DESERT EAGLE

With the laser sight off, the Desert Eagle's rapid fire gives a damaging but inaccurate shot. This can prove deadly if you get close to your opponent. For the player who puts care into each shot fired, the laser sight gives you perfect accuracy and delivers the same damage per bullet at a slower rate. Head shots prove most effective with this weapon.

SAW

The SAW, also known as the M-249, boasts a very high rate of fire. Its .556 ammo has more than enough power to kill even it you don't take too much care with your aim. Be careful when you run low on ammo with the M-249. If you don't kill your opponent with what you

have left in the clip, you face a long reload. Also, the quicker you move, the less accurately you shoot. If you crouch while firing, you'll shoot more accurately. Remember, however, that when you crouch, your head becomes more exposed relative to the rest of your body, and head shots do three times the normal damage.

SNIPER RIFLE

The Sniper Rifle is the dream weapon for any hunter. Use the Sniper Rifle's high-caliber shot to take out opponents from a distance. A shot to the head will down an unsuspecting victim with one round. Be sure to keep far away from the action, and make use of the built-in scope to place your shots carefully. This gun holds only one bullet at a time and loads very slowly.

DISPLACER GUN

The Displacer Gun fires slowly but with a high impact. Pull this bad boy out in a busy room and watch opponents flee. The Displacer's blast area proves very effective in large rooms, especially if you fire on a cluster of players. The alternate fire for the Displacer can save you in dangerous situations by teleporting you to another spot in the map and killing any opponents who dare to get too close. An effective strategy is to self-teleport in a compact room full of enemies. When you defend against someone who using the Displacer, if you can't avoid the blast radius, you'll end up better off if you jump into the ball and teleport out of there.

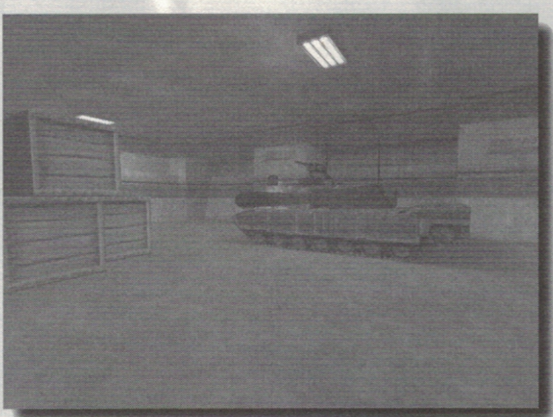
SPORE LAUNCHER

The Powerful Spore Launcher fires quickly. This well-balanced weapon allows you to fire directly at an opponent, or use the alternate fire to fill a room with Grenade-like Spores. When Spore ammo abounds, this weapon can help you control high-traffic areas in a map. Aiming the thing at an opponent's feet will throw off their movement and score you damage points for near misses, but it can take up to three shots (or more) to kill a target with splash damage alone.

SHOCK ROACH

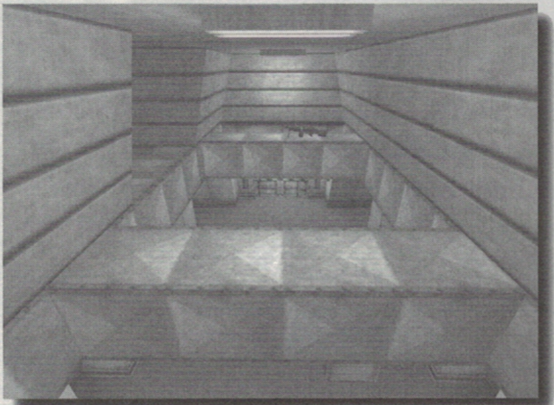
The Shock Roach fires in bursts of up to 10 and recharges itself over time. When you stand face to face with an opponent, the ammo provided should get the kill, provided you stay close and unload quickly. Take care not to blow your ammo before you get close enough to easily hit your opponent. You stand virtually unarmed while you wait for the Shock Roach to recharge. You know you've scored a hit when you see your opponent glow with blue energy. It takes five full hits to frag a freshly spawned player. Count your hits and switch weapons to finish off your target if you don't manage to land five in a row.

ALL-STAR MAPS

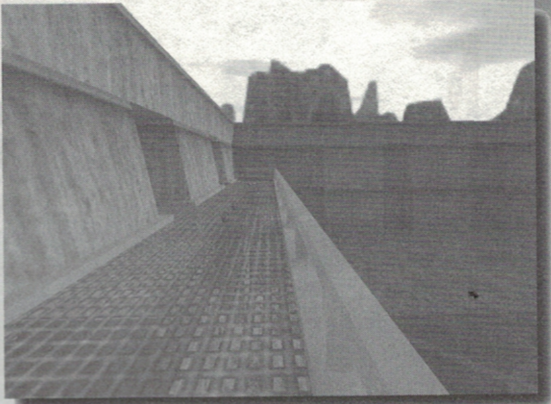


DEMISE

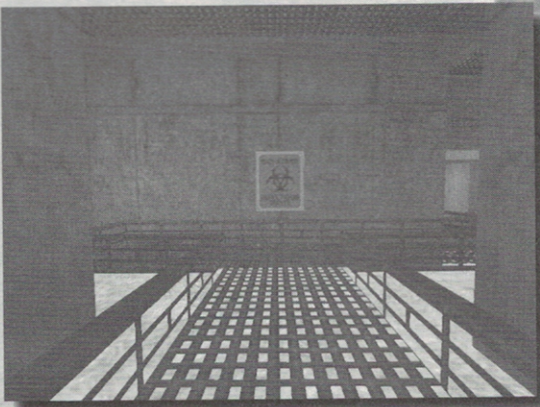
Demise contains lots of open space and large hallways. Most players will prefer the Rocket Launcher, which sits on some ductwork above a high-traffic hallway. The Sniper Rifle will also prove effective in the open areas for snipe-and-run tactics. If you don't like sniping from a distance, take a shot at controlling the mounted Turret Gun on the tank in the basement garage. This turret takes down opponents with only a few shots and provides you a positional advantage with your back to the wall. Keep in mind that the turret won't score you a frag in a single-player death match, so it makes more sense to use this gun in a team game.

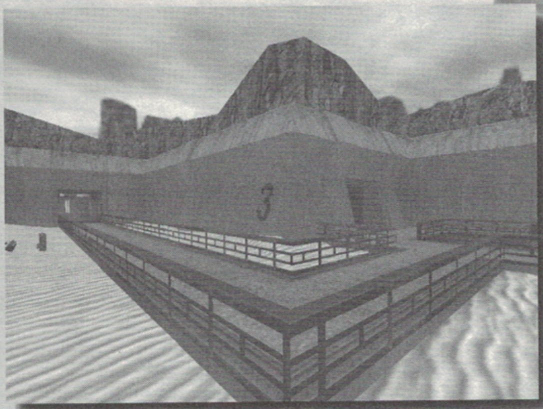


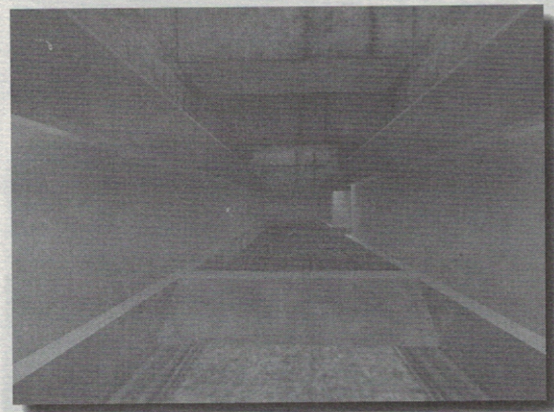
DISPOSAL

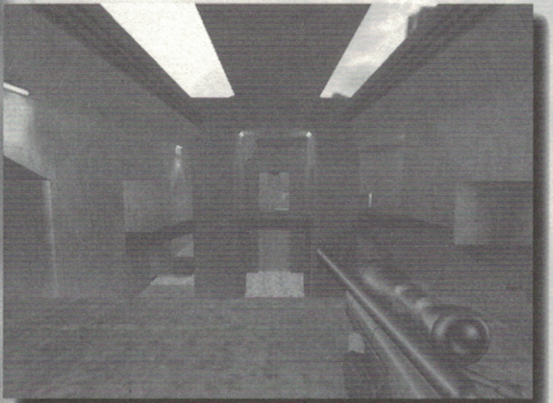


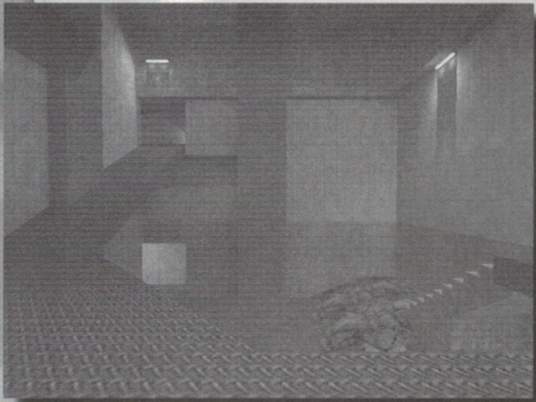
Whoever controls the outdoor walkways with the Rocket Launcher will own this map. Anyone who wanders to this area without proper firepower will only provide more frags for the holder of the launcher. The M-249 sits in the middle of a slime trap on the basement level. You may have to risk grabbing this weapon if you want to confront someone who controlling the outdoor area. The M-249 can also help a player claim ground in the central area of the map by SAW-jumping onto the upper ledge in the yellow and green halls. SAW-jump by leaping into the air, then firing the gun straight down. The kick the weapon gives you when firing it will actually throw you higher into the air than you can normally jump. From the ledge, you can surprise opponents from above with the firepower you need to finish them off. If you find yourself on the weak end of a firepower fight, don't hesitate to make use of the health and armor rechargers. You can find these medical units away from the action,

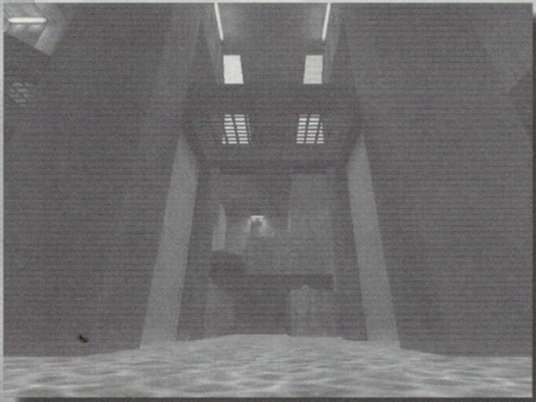












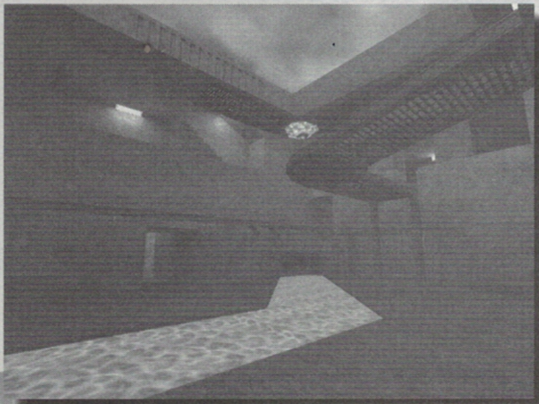
and they are worth the pit stop. Make sure you grab a Shotgun and some shells to give yourself a fighting chance when you move through the indoor hallways.

KANDYBASE

Kandybase is a well-balanced and intricate map, making it harder to control than most. Although player traffic spreads out around the map, the area where the Sniper Rifle and M-249 sit always sees some action. In a game of more than six people, combat gets tricky due to the interweaving tunnels and catwalks. Keep to the sides of the map, avoiding areas where you can't watch your back. For those who intend to snipe, grab the rifle and relocate to a darker or less-populated spot. Opponents will lurk nearby with the M-249, ready to snuff their foes. When you don't know where to go in Kandybase, drop into the water and emerge with a Spore Launcher and full ammo.

KNDYONE

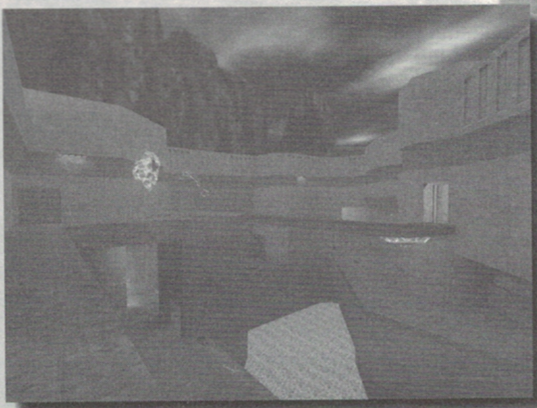
Kndyone consists primarily of two open areas with adjoining hallways. One side of the map

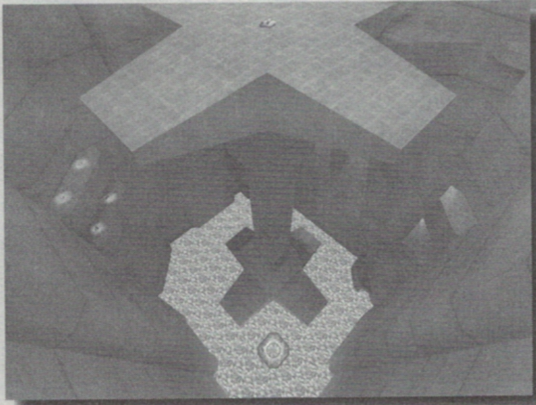


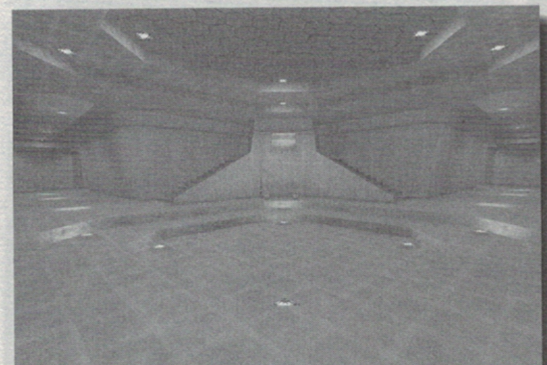
holds the Rocket Launcher and Gauss Gun at the bottom. The other holds the M-249, Spore Launcher, Sniper Rifle, and Shock Roach near the top. Bring some of this firepower back to the Rocket Launcher side and control the top level. The quickest route to this area is through the teleporter. Make use of the various dark spots in the map for sniping positions, or just surprise unsuspecting opponents from a dark corner.

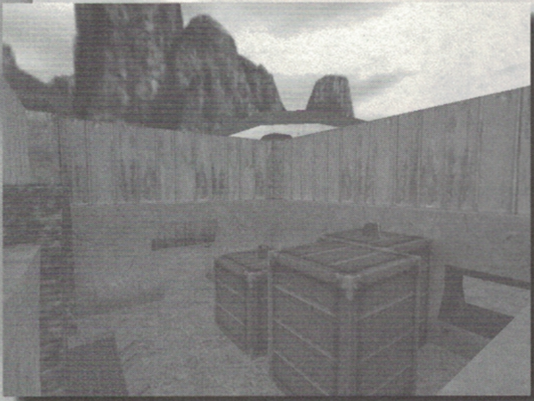
MEANIE

Each player starts with the long jump pack in Meanie. Use it to move around the map quickly and jump to the hard-to-reach ledges. Because of the open space in this map, the Sniper Rifle and Crossbow prove very effective. Keep a safe distance from your opponents using snipe-and-run tactics. Snipers will enjoy a nice positional advantage in the spot with the M-249. From there, you can quickly find your opponents in each column of the map from the same viewpoint. Keep on your toes and try to be the one behind the scope, not in front of it!







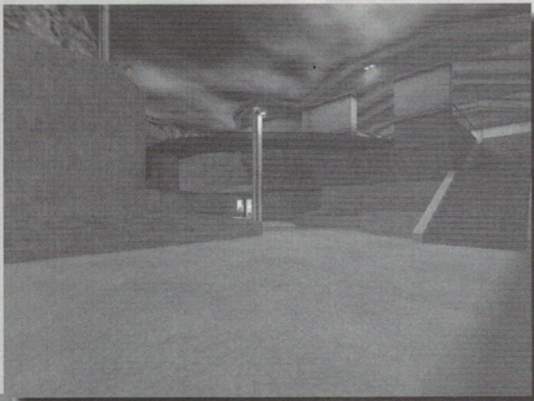


OUTPOST

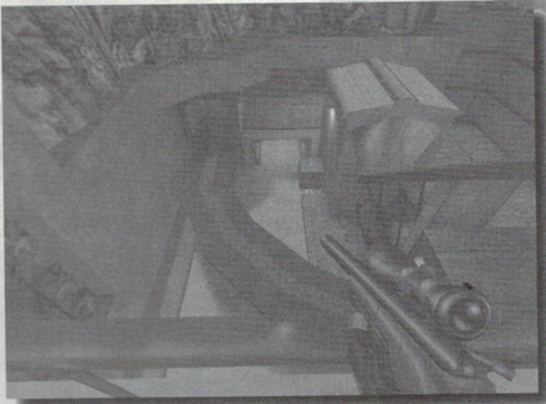
Many styles of play can succeed in the well-rounded Outpost map. Choose your battleground and try to dominate it, whether that means controlling the field with a Rocket Launcher, sniping from above, or pounding opponents in close melee in the network of halls. In a game of more than six people with a map of this size, you can employ the devious tactic of grabbing a powerful weapon and waiting for fresh spawn victims. Grab the Spore Launcher in the rafters of the sewer area and take out new spawns while they are weak. If you like to go where the action is, try this sneaky tactic: Grab the Rocket Launcher and use the boxes in the M-249 room to jump up on the inner ledge. This very protected camp spot sits right over one of the highest-traffic areas in the map.

PARK

In the large Park map, many of the powerful weapons hide in the basement halls. You can find the Sniper Rifle and the Spore Launcher on the above levels, and their location makes

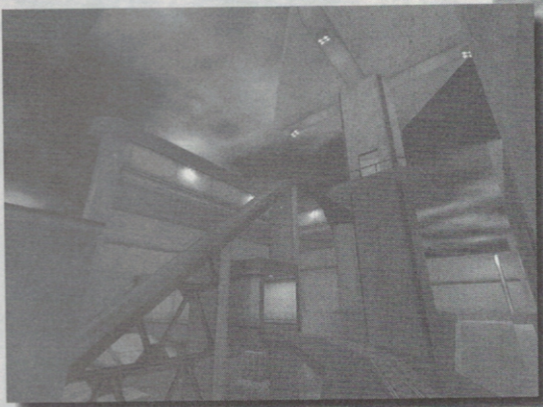


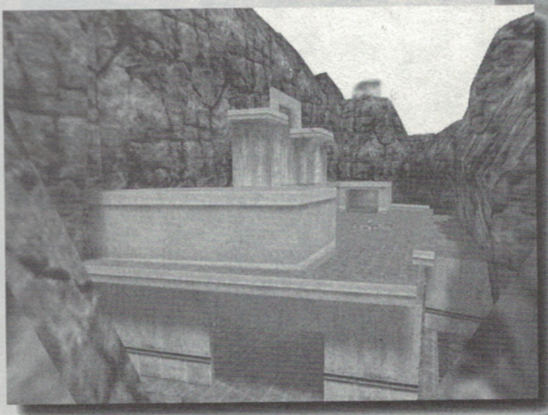
them the preferred weapons in this map. If you spawn near one of these weapons, don't waste your time in the halls below. Try to use the Sniper Rifle in areas other than the sniper tower. Although the sniper tower gives you a good view of the area below, you make an easy target as well. Find inconspicuous areas with your back to the wall, and don't stay in one place too long.

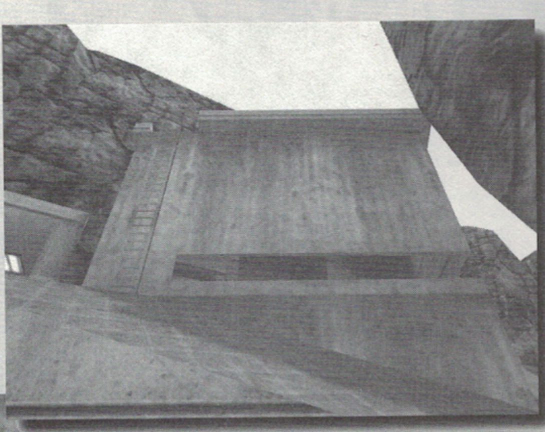


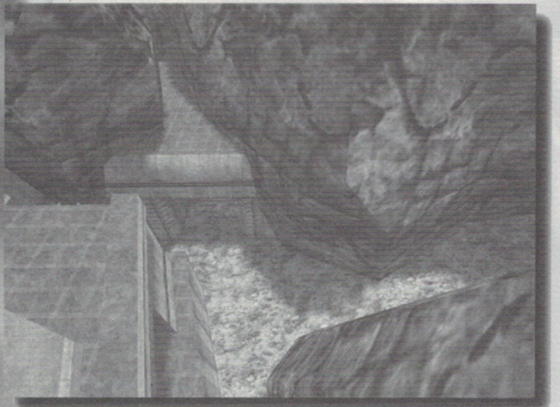
REPENT

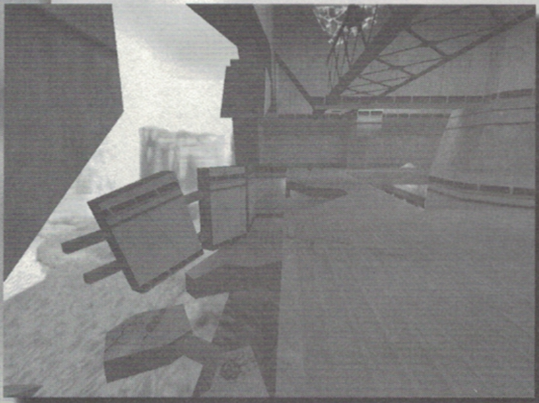
Repent is a classic king-of-the-hill map. The highest ledge provides the player with the Rocket Launcher and Sniper Rifle a positional advantage and easy access to both sides of this mountainous map. The Spore Launcher and the surrounding ammo provide players with good firepower, but whoever sits at the Rocket Launcher above controls the hill. You'll likely meet your doom trying to climb ladders to the top of the building, but a quick Barnacle ride can bring you from the valley below right to the top. If you don't want to struggle for a height advantage, try wandering around the valleys below with a Shotgun. That should give you the opportunity to pick off newly spawned opponents who hold nothing more than a Glock.

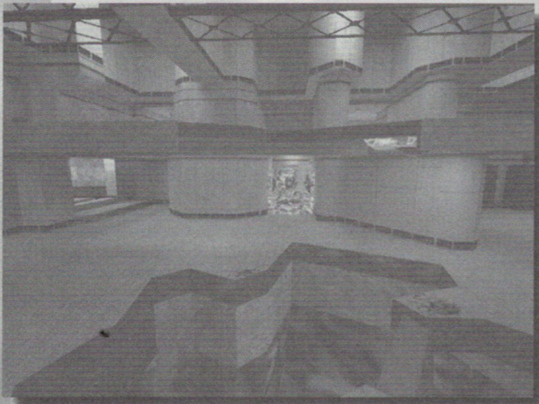






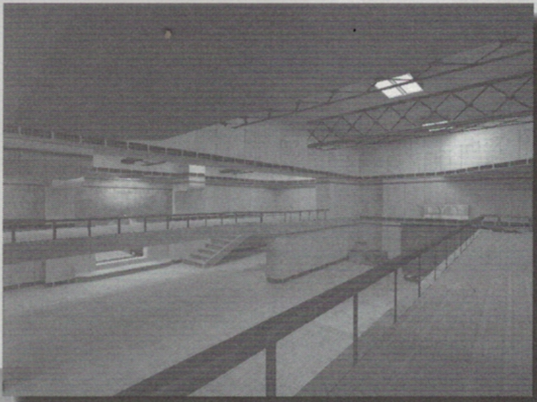




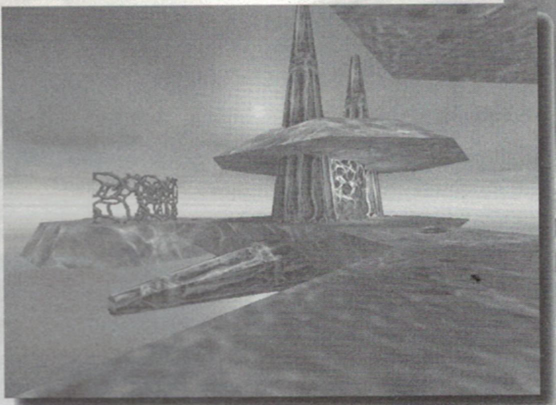


RUBBLE

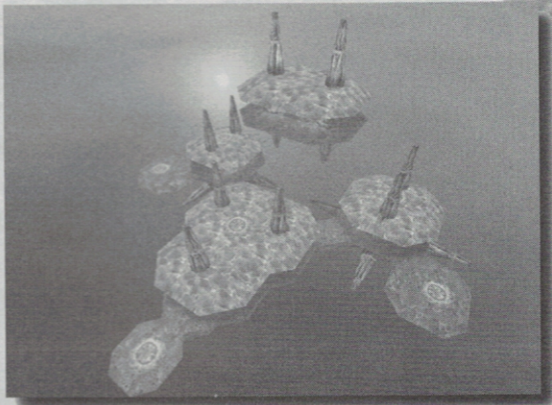
Rubble has three main rooms, one holding the Spore Launcher and Gauss Gun, another the M-249 and Sniper Rifle, and lastly, a room with the Rocket Launcher and Displacer Gun. Head right to the Spore Launcher room for quick frags, possibly sacrificing your frag/death efficiency to put yourself near the top of the scoreboard. If you want to control this room, guard the Spore Launcher hole from the above catwalk, and take care to stop any attackers who try to climb the ladder from below. Damage done to any of the ammo surrounding the hole will set the Spores loose, pounding anyone who makes a dash for the weapon. If the Spore Launcher room looks too busy for your style of play, take a shot at whatever easy prey walks through the Rocket Launcher room. The open area surrounding the weapon makes for easy Rocket shots at your opponents. The Shotgun proves handy in the tight hallways. If you get a chance to grab the long jump item as well, you'll find that long jump and Shotgun make a deadly combo no matter what weapon your opponent holds.

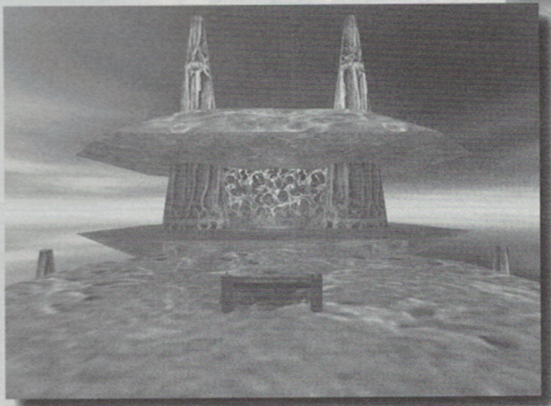


XENDANCE



This low-gravity, natural-terrain map rewards a king-of-the-hill mentality. Players who approach each opponent with the right weapon in mind will do well in this slow-paced map. On the bottom of the map, the Egon Gun works great for firing upward at an enemy or attacking enemies bouncing around. Use the Rocket Launcher or Spore Launcher from above because of their radius damage and need to collide with the ground nearby a target for maximum effect. When you control Xendance from above, take out opponents hiding behind the overhangs below with the spread effect that comes from a Displacer ball. If you must traverse the map, remember that floating through the air in the low gravity makes you an easy target. Stay close to the ground and use the long jump to keep yourself moving quickly. Use the Barnacle for easy travel, attaching it to the large spikes beneath each platform. This will help you avoid falling damage and let you move faster than you can with the jump pads.

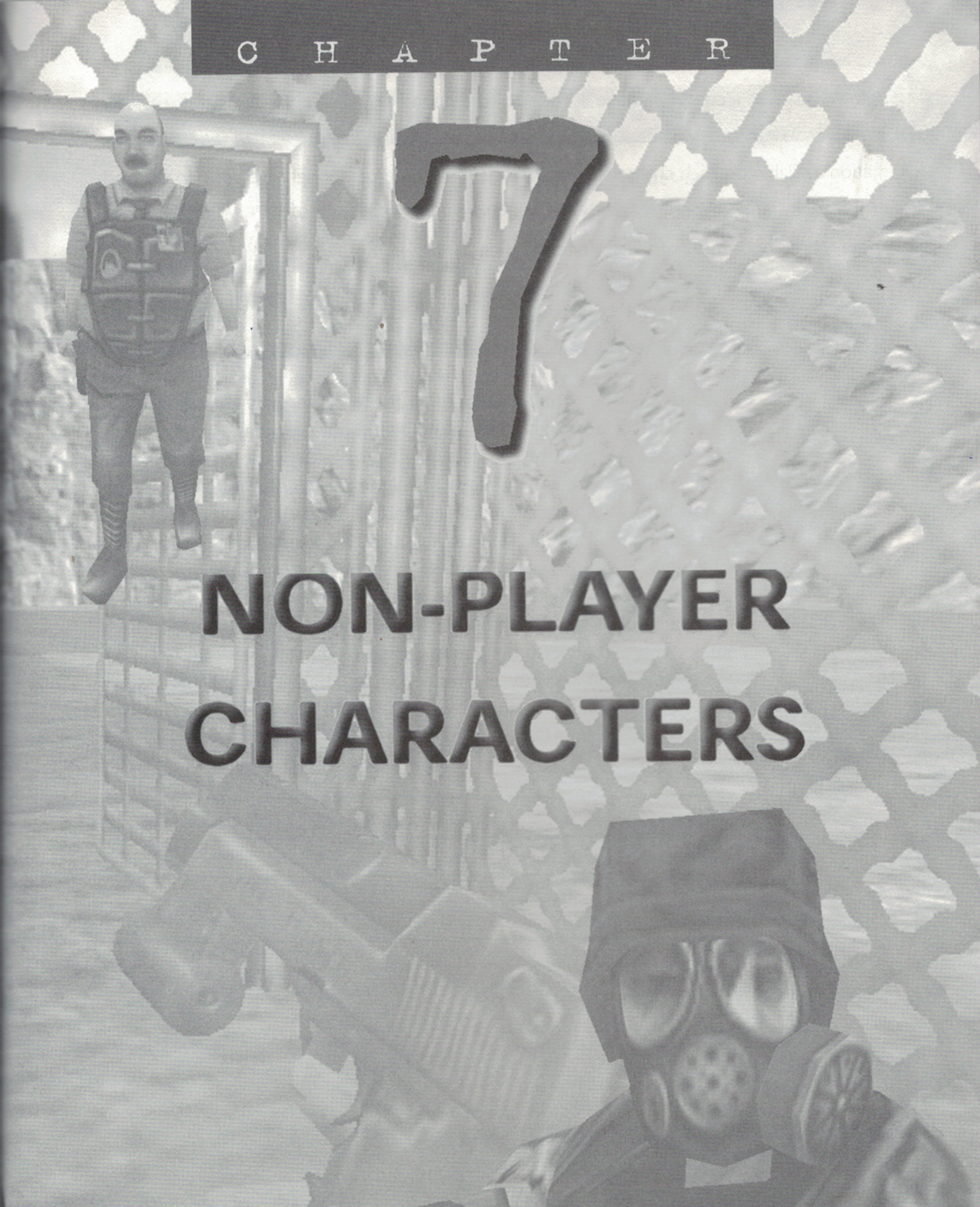




CHAPTER

7

NON-PLAYER CHARACTERS



Below, you'll find a comprehensive list of all of the people you will come across on your mission. Our research department has worked overtime trying to get all of the detailed information available on each character. Our Military Intelligence personnel have gone to the ends of the Earth (and beyond) to bring you this information, so learn it well. Thanks to them, we know more about most of these life forms than their own mothers.

OTIS

This disgrace in uniform works as the new security guard at Black Mesa. He is overweight and unintelligent, but desperate situations call for desperate measures, so you may find it necessary to ask this man for some assistance. He plays the same role as Barney but does his job with a little less confidence and a lot more whining. Otis does well in small battles. He carries a .357 Desert Eagle, which does quite a bit of damage. So make sure you stay out of his line of fire.

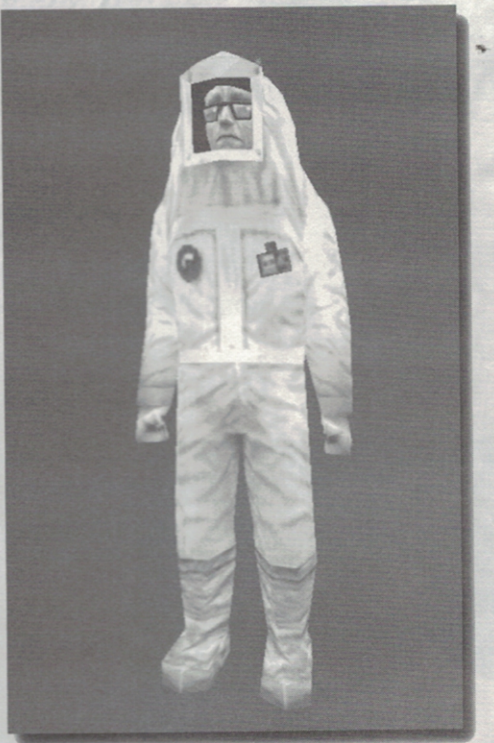
You can also use Otis as a focus for enemy fire. His life is expendable, and yours is not. If Otis does manage to get himself killed, you can pick up his gun and ammo. Don't forget that Otis possesses the same security clearance Barney has. This will help when you don't have an Engineer to cut through a sealed door. In such cases, working with Otis may offer your only option.

OTIS

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	35	35	35
Desert Eagle Attack	34	34	34

CLEAN SUIT SCIENTIST

Some Scientists wear a Clean Suit in the course of their duties at the Black Mesa Research Facility. But our researchers found that other than their wardrobe, this type of egghead seems the same as any of the other Scientists. Scientists tend to be smart, so you might try to debrief them and get information about your surroundings and/or enemies. You will also face situations on this mission that require Scientists' assistance for success. When you find yourself confronted with these situations, make sure you protect the men from harm. Once you use the Scientists for any reason, do not allow them to compromise the mission.



CS SCIENTIST

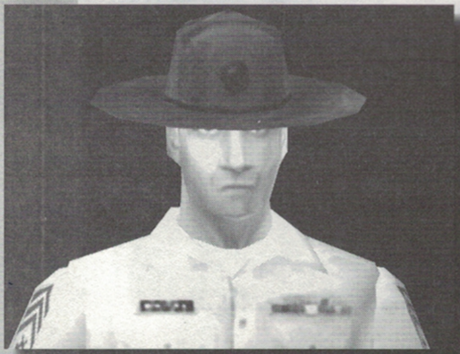
Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	20	20	20
Heal	25	25	25

SOLDIERS

As a highly trained Marine, you'll find relying on civilians very frustrating. But don't worry, you will not be the only competent soldier on this mission. Throughout your operation, you will come across many commissioned soldiers. Sometimes they will aid you in battle, and other times you will assist them.

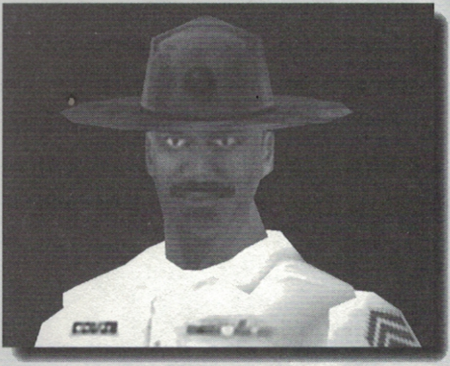
Although these soldiers hold different commissions most tend to have similar characteristics and skills. They will all fight at your side during enemy attacks. Also, if they die in the line of duty, you can collect their weapons and ammo to fight on in their honor. Below, you will find more specific descriptions of each individually commissioned soldier.

DRILL SERGEANTS

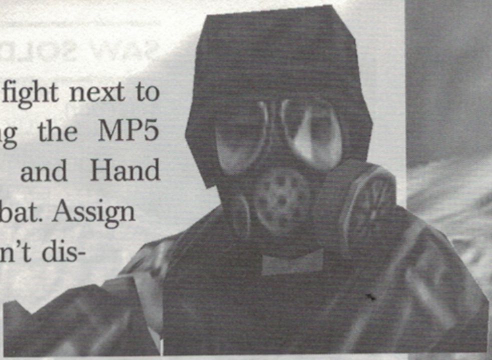


Here, you will notice my handsome mug and that of Drill Sergeant Barnes. You will only enjoy the pleasure of our company during Boot Camp, but our training influence should follow you throughout the entire operation.

Sergeant Barnes and I have painstakingly developed the best training drills to prepare you for the grueling mission ahead of you. Not everyone makes it through Boot Camp. We have been known to bring grown men to their knees in tears. But we have faith that you will make it because you were handpicked from a very elite group. Listen to everything Sergeant Barnes and I say, and you will succeed. After all, we are strategic geniuses.



REGULARS



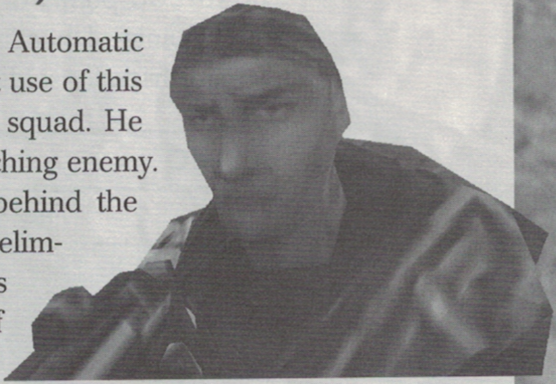
You will probably feel the most secure when these guys fight next to you. They can carry a variety of weapons, including the MP5 Submachine Gun with Grenade Launcher, Shotguns, and Hand Grenades. You'll find these soldiers highly trained for combat. Assign a squad of these men to do the dirty work, and they won't disappoint you.

SOLDIER

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	50	50	50
Kick Attack	10	10	5
Grenade Attack*	100	100	100
Shotgun Attack	5	5	3
Combat Rifle Attack	3	4	5

*A direct hit does 100 points of damage but this lessens the farther away the grenade is from the target.

SAW (SOLDIER WITH HEAVY AMMO)

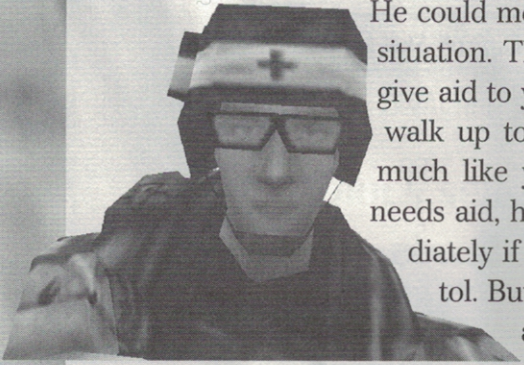


This soldier knows how to use the M-249 Squad Automatic Weapon (SAW). You can make the most efficient use of this soldier by positioning him at the front of your squad. He will set up his heavy gun and fire at any approaching enemy. With the remainder of your squad stationed behind the SAW to provide backup fire, you can effectively eliminate threats. The SAW soldier carries bandoliers of extra ammunition, so he remains effective if you keep him alive. If the SAW soldier does fall in combat, make sure you don't leave his powerful weapon behind.

SAW SOLDIER

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	50	50	50
Kick Attack	10	10	5
SAW Attack	15	15	15

MEDIC



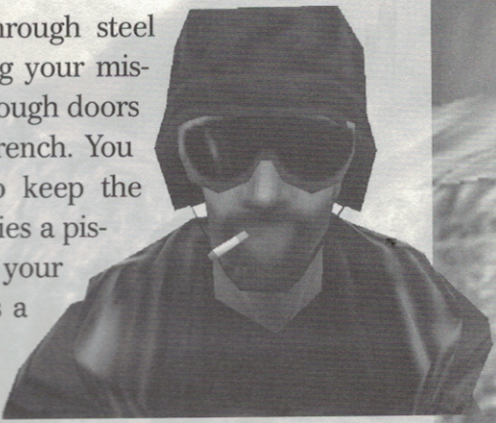
You'll find the Medic a valuable and necessary addition to any squad. He could mean the difference between life and death in a combat situation. The Medic carries a healing syringe that he will use to give aid to you or any of the other soldiers in your squad. Simply walk up to him and use him for as long as you need healing, much like you do with Health Wall Units. If one of your men needs aid, he will call out for the Medic, who will respond immediately if he can. If called on to fight, the Medic will use his pistol. But you'll find him much more valuable as a healer then a fighter, so use your brain and protect him in combat.

The amount of health the Medic carries depends on the difficulty level of your mission. On "Easy" missions, he can heal up to 200 points of damage. In "Medium" missions, he is limited to 120 points of healing. During "Hard" missions, the Medic can only restore friendly soldiers a total of 75 health points.

MEDIC

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	50	50	50
Kick Attack	10	10	5
Heal	200	120	75
Pistol Attack	5	5	8

TORCH ENGINEER



This Engineer carries a special torch that can cut through steel doors that aren't too thick. On several occasions during your mission, you must use this soldier to advance. He can cut though doors and metal grates that you can't break with the pipe wrench. You may find yourself in a situation where you need to keep the Engineer alive by protecting him from enemies. He carries a pistol and can fight, but his death may cause you to fail your mission. One thing to remember: The Engineer carries a highly explosive tank on his back. If he gets shot in the back, the tank will explode, killing him and damaging anyone near him.

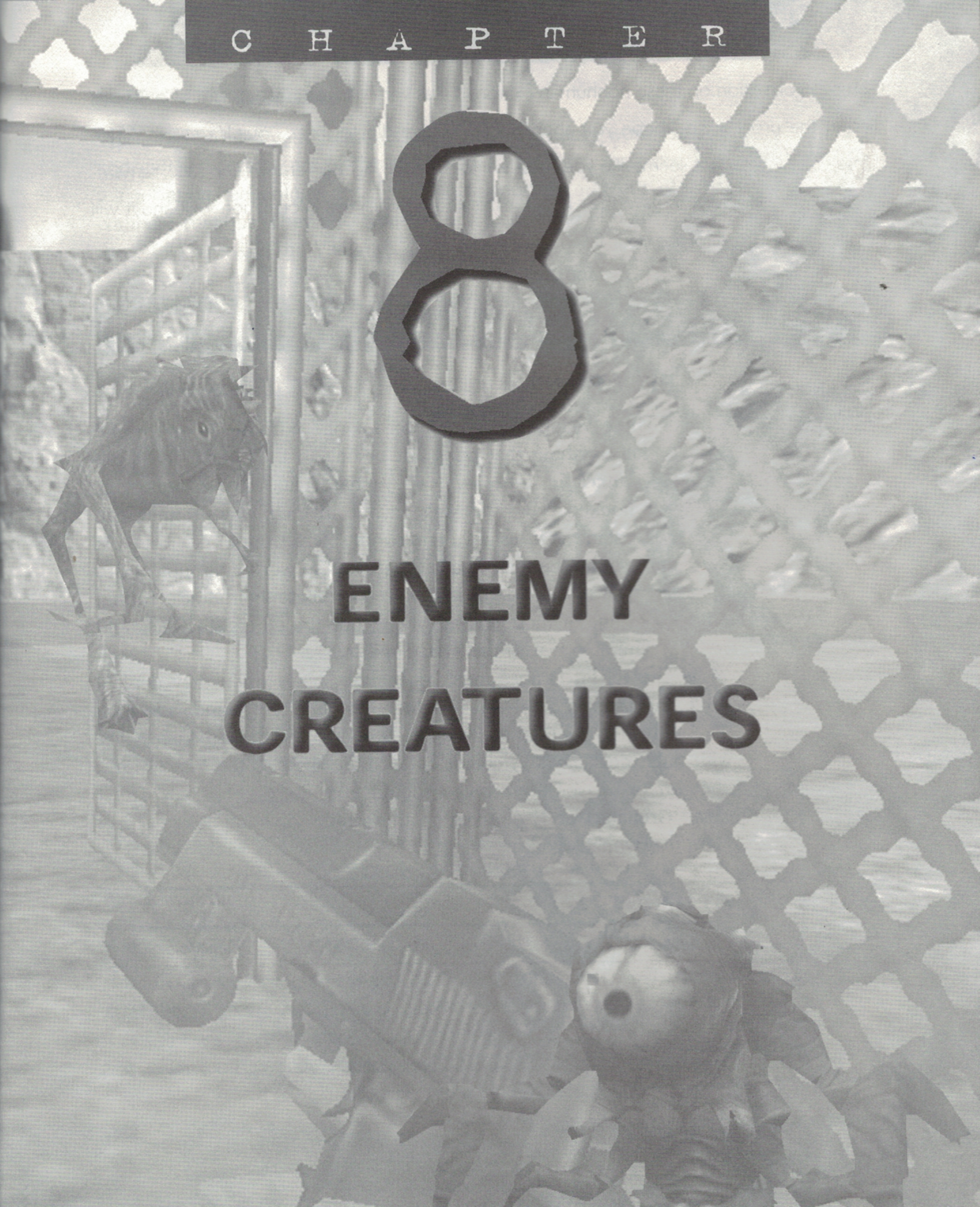
TORCH

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	50	50	50
Kick Attack	10	10	5
Pistol Attack	5	5	8

CHAPTER

8

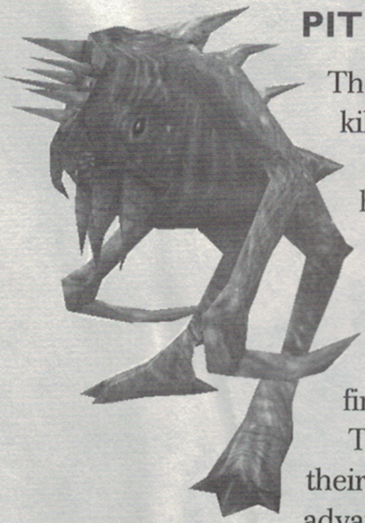
ENEMY CREATURES



Getting information on these nonhuman life forms was very dangerous, and a lot of our spies died in the process, so I hope you appreciate what we did to make your life easier. When things get tough and it seems like you must single-handedly fight an entire alien race, remember all of the people who gave their lives for this cause. Learn this information well, and it will help keep you from joining your fallen comrades.

ALIENS

PIT DRONE



These vicious creatures train for one purpose, to attack and kill anything that does not belong to their race. They can attack in two ways: They charge and swing their long, hooked claws, hacking anyone in their way, or they can stand at a distance and shoot spikes from the top of what should be their heads. They tend to work in groups of two or more and know how to coordinate their attacks so that one or more will advance while the others stay back and fire at you with their head spikes.

The Pit Drones must regenerate spikes when they deplete their supply, so if you can dodge the first few rounds and then advance your attack, the Pit Drones must defend themselves with only their claws. A couple of accurate shots to the torso with a Shotgun or .357 Desert Eagle should take these aliens out. Don't waste Grenades or Explosives on these little guys unless a pack of them overwhelms you.

PIT DRONE

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	40	40	110
Bite Attack	15	25	25
Whip Attack	25	35	135
Spit Attack	10	10	15

SHOCK TROOPER

These highly intelligent creatures make up the primary work force and military component of this alien race. They have mastered teleportation technology and use it to teleport in and out of combat situations. They also control the teleportation of both the Pit Drones and the Voltigore.

The Shock Troopers carry biological Spore Pods that can cause serious damage if they blow up near you. They often use these spores like Grenades when you are out of their line of sight. Additionally, they carry a Shock Roach (described later). The Shock Troopers are animals, but very intelligent. They work in groups and know how to retreat when you have them outnumbered.

You can defeat them most easily with the SAW, but you can only expose yourself for short bursts in combat with Shock Troopers. Their Shock Roach weapon can make quick work of a soldier who stays out in the open too long.

SHOCK TROOPER

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	50	50	80
Kick Attack	5	10	10
Shock Roach Attack	15	15	15

SHOCK ROACH

The Shock Roach, like a parasite, must attach to a host in order to survive. Shock Troopers carry Shock Roaches, sharing symbiosis with them. The Shock Roach won't live very long without a host, so if left alone, it will seek out a new host candidate.

Shock Troopers like the parasite because they can use them as powerful energy weapons. If a Shock Roach jumps on you, it will attach itself, giving you the same energy weapon ability the Shock Troopers enjoy. Additional Shock Roaches won't increase your abilities, however. If you already have a Shock Roach attached, any others that grab you will sting and cause you a small amount of damage.

SHOCK ROACH

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	10	10	20
Bite Attack	5	10	10

VOLTIGORE AND BABY VOLTIGORE

The Voltigore serve as the heavy support infantry of this alien race. They lack the tactical skills of the Shock Trooper but make up for it with exceptional firepower. They have an innate ability to harness electrical charges, which they use to fire large bolts of energy that arc from one point to another, destroying everything in their path.

If an enemy gets close enough, the Voltigore will attack with their blade-like arms. In this attack mode, they will pursue relentlessly. Your best tactic for defeating these creatures? Drop an Explosive Satchel or set up a Trip Mine and lure them over it, blowing them to pieces. Wise solders try to defeat a Voltigore without a direct confrontation.

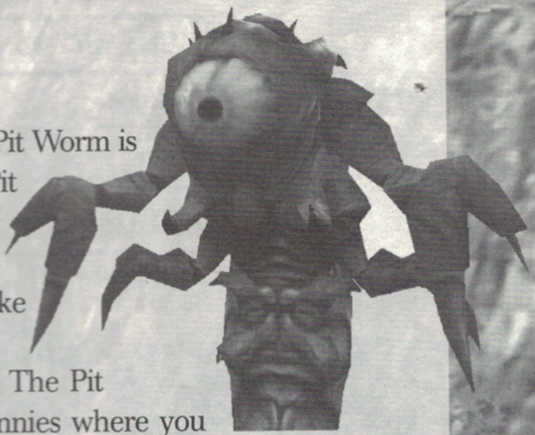
VOLTIGORE

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	320	320	450
Punch Attack	30	40	50
Beam Attack	40	50	60

BABY VOLTIGORE

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	60	60	120
Punch Attack	10	15	20

PIT WORM



Pay attention here, Soldier, because this gets scary. The Pit Worm is very large and very dangerous. Intel considers the Pit Worm some sort of biological factory. Its large eye helps it track enemies (like you) as it prepares to emit a powerful energy beam. The beam will cut through you like butter, but you can avoid it with quick maneuvers.

Make sure you avoid the creature's powerful claws. The Pit Worm has brains enough to reach into nooks and crannies where you may try to hide during fights with the beast. To deal with the creature, find some way to crush, burn, or poison the Pit Worm because conventional weapons only seem to enrage it. Its giant eye seems vulnerable, however. If you deliver Explosives into the eye, you can cause the alien to blink and react, hopefully allowing you enough time to get past it.

PIT WORM

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	70	90	100
Swipe Attack	30	40	50
Beam Attack	10	15	20

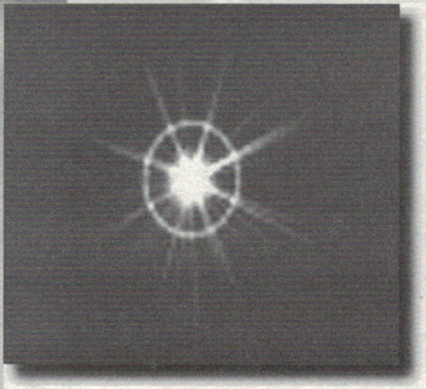
GENE WORM

One hairball bruiser of an alien. This life form can take any of our resources and assimilate them to the needs of their race. That means that if the Gene Worm manages to set up camp on Earth, we can kiss our world goodbye. The

Gene Worm can only enter through an enormous gate constructed by Sprites, but it travels through at a relatively slow pace. The Gene Worm also has the capability to bring Shock Troopers through the border worlds to Earth. Defeating the Gene Worm requires special strategies explained elsewhere in this guide.

GENEWORM

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	70	90	100
Spit Attack	10	20	30
Hit Attack	20	30	40

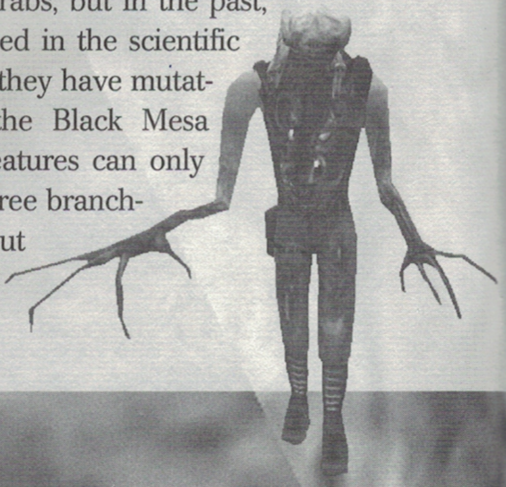


SPRITES

Our researchers couldn't come up with any concrete information on these flying light balls. They couldn't even agree whether they are biological or technological. But everyone knows that they fly around Black Mesa. They won't harm you, and you can't attack them. You'll see them more and more frequently as your mission progresses, and you'll see many of them at the gate of the Gene Worm. It appears that aliens use these creatures as energy conduits to construct the gates that connect Earth to the border worlds.

HEADCRAB ZOMBIE (BARNEY AND SOLDIER)

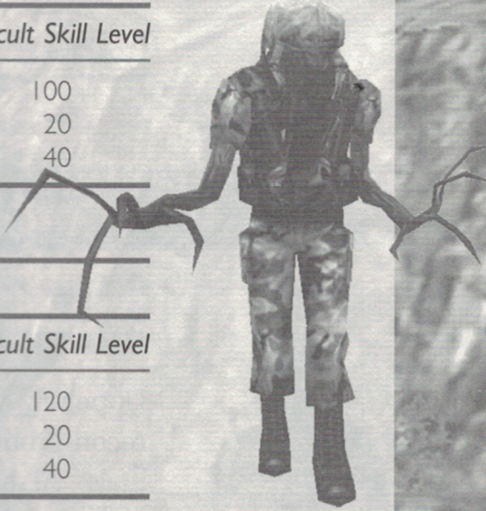
You should already know about Headcrabs, but in the past, we believed that they were only released in the scientific areas of the facility. We now know that they have mutated security guards and soldiers at the Black Mesa Facility. Remember that these slow creatures can only attack with their arms, which look like tree branches. Shoot them from a distance and put those poor men out of their



misery. The aliens control their host's nervous system through their heads, so if you damage the creature's brains, you'll kill them more quickly.

ZOMBIE BARNEY

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	50	50	100
Slash Attack	10	20	20
Double Slash Attack	25	40	40



ZOMBIE SOLDIER

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	60	60	120
Slash Attack	10	20	20
Double Slash Attack	25	40	40

HEADCRAB GONOME

After the Headcrab controls a host for a certain time (we don't know how long), it evolves into a Gonome. These creatures can create lairs and produce Headcrab offspring if you don't eliminate them promptly. They move slightly faster than the lesser-evolved Zombies, and they can use their large mouth (which grows out of the human host's chest area) to attack. The Gonomes can also spit an energy glob, but for some unknown reason, they rarely employ this unique attack.

GONOME

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	85	85	160
Slash Attack	10	20	20
Bite Attack	7	14	14
Projectile Attack	10	10	15

HUMAN ENEMIES

BLACK-OPS ASSASSIN

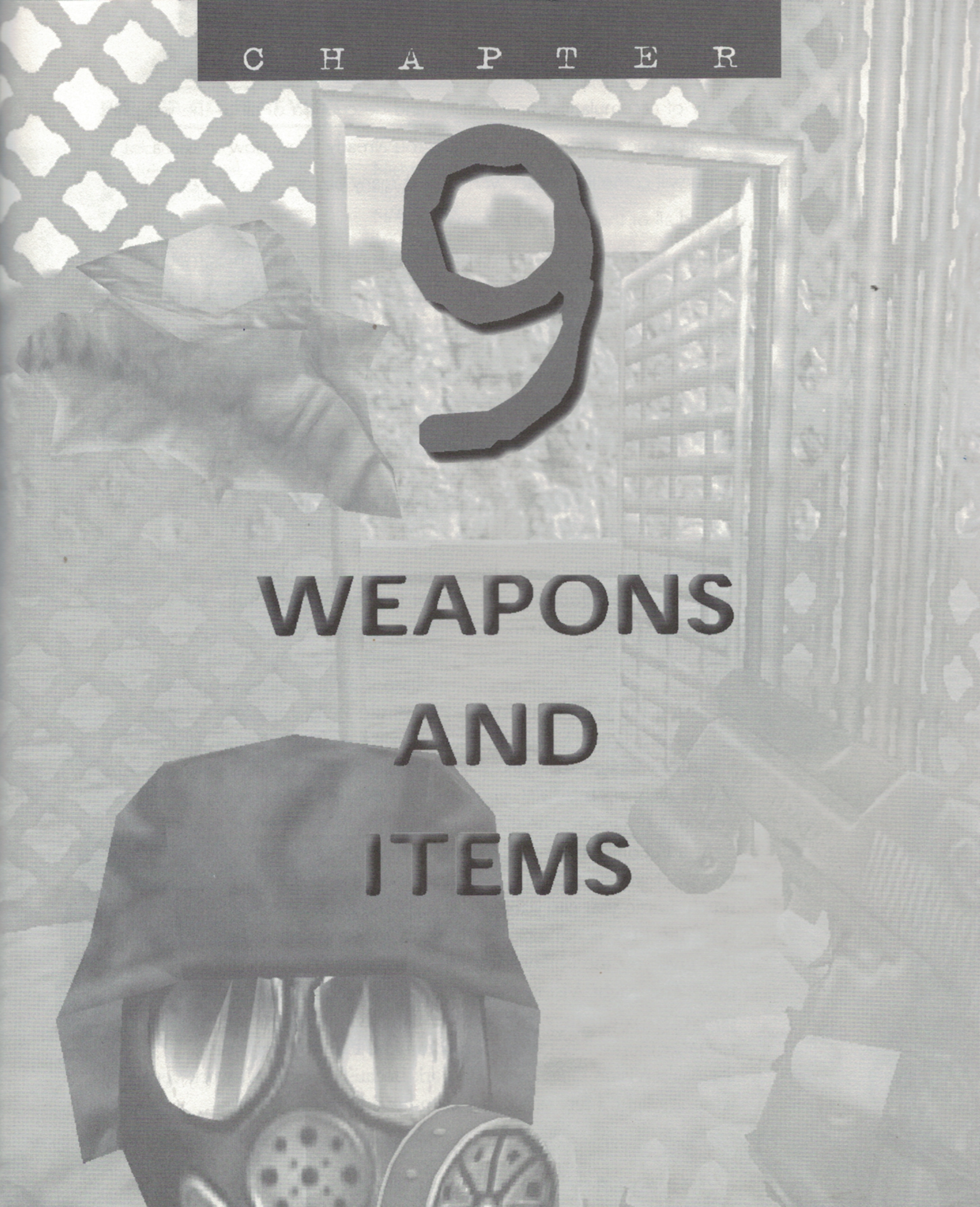
Hopefully you already know about the female Assassins that earlier recon groups encountered. On this mission, you'll encounter deadly male Assassins. The male Assassins team up with the female Assassins in an effort to eradicate all targets with extreme prejudice. They will kill anything or anyone in order to complete their mission at Black Mesa.

You'll find these Black-Ops Assassins very fast and agile. They carry powerful Submachine Guns and Grenades, and they always travel in groups. To kill them, we advise that you use your environment to take cover, and whenever you can, use the Sniper Rifle from a distance before they locate your position.

MALE ASSASSIN

Selection	*Easy Skill Level*	*Medium Skill Level*	*Difficult Skill Level*
Health	50	50	80
Kick Attack	15	25	25
Sniper Rifle Attack	100	100	100
Combat Rifle Attack	3	4	5
Grenade Attack*	100	100	100

*A direct hit does 100 points of damage but this lessens the farther away the grenade is from the target.



CHAPTER

9

WEAPONS AND ITEMS

I have taken the liberty of accumulating for you a list and description of all of the weapons and useful items you will come across on this mission. You already know how to use a lot of these weapons, but you will come in contact with a great many bizarre alien and experimental weapons. You can add all of these to your arsenal.

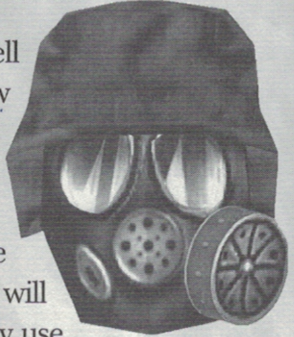
Our experts study these weapons in order to learn how to handle them. Sometimes I'm amazed at the things our government does to make your job a walk in the park. I hope you feel as grateful as a baby with a lollipop.

ITEMS

POWER COMBAT VEST AND NIGHT VISION GOGGLES

You should know these items very well. However, in case you have forgotten, I don't want to take responsibility for you failing in this mission.

The PCV will protect your weak torso from major damage as long as you keep it powered up. You can power up your vest using the HEV wall units or portable PCV units located throughout the Black Mesa Research Facility. You can thank the brilliant military Scientists who slaved to adapt the PCV for your mission. While wearing the PCV, you can see how much power remains in the vest and how much health you have.



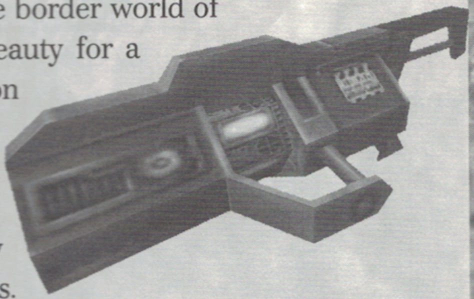
In addition, this amazing piece of machinery can tell you what weapons you possess in your arsenal and how much ammo you carry for each weapon. Last but not least, the PCV is equipped with Night Vision Goggles that give you the ability to see even in extreme darkness. The Night Vision Goggles run on rechargeable power, so when they run out, remain patient. They will recharge themselves quickly. I recommend that you only use the Night Vision Goggles in the dark because they don't work very well when it's light. I feel sick that I even have to tell you that.

POWER COMBAT VEST

■ Location:	Welcome to Black Mesa
■ Alternate Fire:	Night Vision Goggles
■ Ammunition:	N/A
■ Damage:	N/A
■ Capacity:	100 units
■ Max Carry:	N/A

NEW WEAPONS

DISPLACER



The Black Mesa Scientists were working on a weapon that has the ability to transfer an object or life form from Earth to the border world of Xen. Our weapons experts have played with this beauty for a while now, and they warn that you shouldn't count on the Displacer to work all the time. Too unstable, they say.

The weapon will transport a target, but you won't know the exact destination. In addition, the instability of this prototype tends to damage surrounding areas. But don't be a baby and let this bad news scare you and keep you from trying something new. Give the gun a few trial runs, and you can probably put it to some use. You can use the alternate fire mode to transport yourself to Xen. You're not afraid, are you, Soldier?

DISPLACER

■ Location:	We are not alone
■ Alternate Fire:	Self Teleport
■ Ammunition:	Cells
■ Damage:	250 other/5 self
■ Capacity:	N/A
■ Max Carry:	100

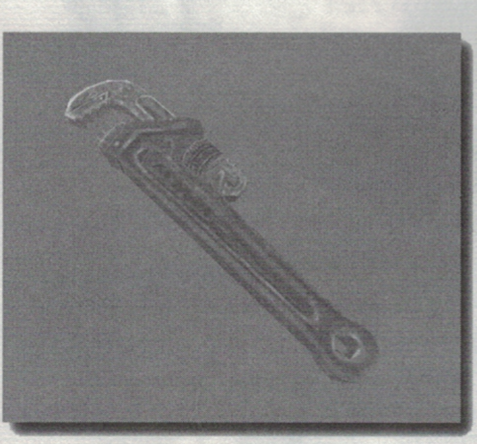
COMBAT KNIFE

This close-combat weapon has only one purpose: to stab and slice at fleshy creatures, if you have a taste for that sort of thing. Sometimes you'll get great satisfaction from a knife kill, though you won't find much advantage in that sort of fighting. This weapon won't work well against crates and grates, so don't waste your time. You carry heavier tools for that sort of thing.

COMBAT KNIFE

■ Location:	Welcome to Black Mesa
■ Alternate Fire:	N/A
■ Ammunition:	N/A
■ Damage:	10
■ Capacity:	N/A
■ Max Carry:	N/A

PIPE WRENCH



Because you'll probably find the Pipe Wrench first on your mission, you will get lots of time to become acquainted with it. This heavy metal weapon works great at smashing crates with a single swing, and you'll find it the weapon of choice for breaking through grates. Headcrabs won't stand up against the Wrench. Take a baseball bat-style swing at one as it flies toward your head. If you find yourself facing a larger foe, wind up by holding down your alternate fire key, then letting go. The longer you wind up, the more powerful a blow you strike.

PIPE WRENCH

■ Location:	Welcome to Black Mesa
■ Alternate Fire:	Power Swing
■ Ammunition:	N/A
■ Damage:	20
■ Capacity:	N/A
■ Max Carry:	N/A

.357 DESERT EAGLE

Unless you keep one at home, you won't have any prior training with this weapon. Although many people favor this gun, the Marine Corps doesn't issue it to soldiers. The Eagle works most effectively when the shooter stands at close range. In fact, one accurate shot to the head should kill any unarmored human and several alien species.

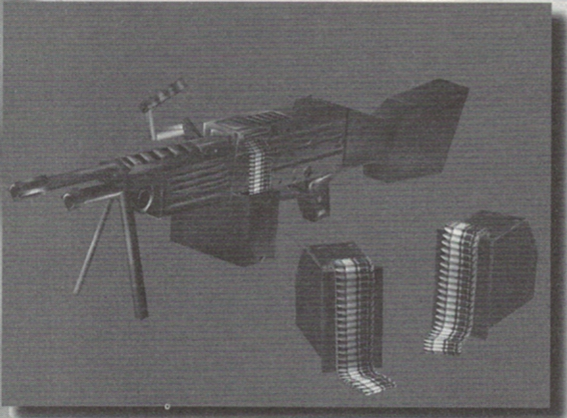
The secondary fire on the Eagle includes a laser sight. If you come across a Trip Mine, you can line up the laser sight and easily trigger the mine from a safe distance. Targeting enemies with the laser sight gets risky because it reveals your location, so use it with discretion. With the laser sight on, the Eagle shoots very accurately, but takes more time to aim between shots. With the sight off, you can empty your clip in a couple of seconds, but don't expect to shoot with much accuracy.

DESERT EAGLE

■ Location:	Welcome to Black Mesa
■ Alternate Fire:	Laser Sight
■ Ammunition:	.357 Caliber
■ Damage:	34
■ Capacity:	7 Shots Per Clip
■ Max Carry:	36

M-249 SQUAD AUTOMATIC WEAPON

You'll gain a great advantage if you equip at least one of the fallback soldiers in your squad with a SAW. This gun works great for suppressing fire and repelling an enemy force. You must carry a lot of ammunition for this weapon because the it chews through bullets so fast that a trigger-happy soldier like you will probably burn through all of your ammo pretty quick.

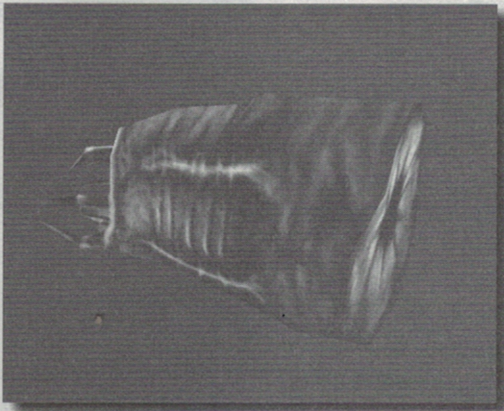


If you crouch down while firing, you'll get the most accuracy out of your SAW. The more you move around, the less accurate your aim. But I shouldn't have to tell you that, Soldier. Be very careful to avoid friendly fire when you use this thing. It works as well against allies as it does against enemies.

M-249 SAW

■ Location:	Friendly Fire
■ Alternate Fire:	Laser Sighting
■ Ammunition:	556 Belt
■ Damage:	15
■ Capacity:	50
■ Max Carry:	200

BARNACLE



Remember those bizarre weapons I told you to watch out for? Well, check this out. The Barnacle seems less of a weapon than something you would find on a superhero's belt. This life form works like a grappling hook. The Barnacle shoots out its sticky, rope-like tongue, which will attach to any fleshy surface. If it grabs onto something that tastes like food, it will pull its tongue in, hoping to eat the morsel.

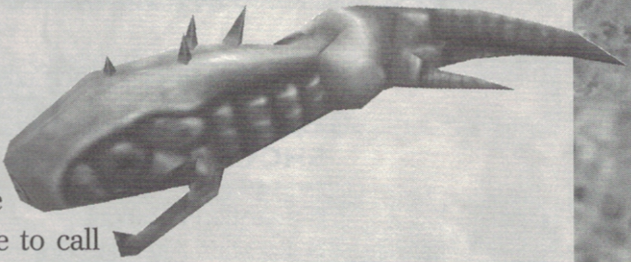
But if the Barnacle is attaches its tongue to something very heavy, it will probably yank you toward the target. Because of this fact, you

can use Spore Pods as anchor points for grappling from one area to the next. If the Barnacle hits a light target, the creature will pull the hapless prey into its gaping mouth, then try to chew and swallow the thing. Man, I wish I could get my hands on one of those for a day. I'll bet I could have a lot of fun using a Barnacle on Headcrabs. You are one lucky son of a gun, Soldier.

BARNACLE

■ Location:	Vicarious Reality
■ Alternate Fire:	N/A
■ Ammunition:	N/A
■ Damage:	25
■ Capacity:	N/A
■ Max Carry:	N/A

SPORE LAUNCHER



This weapon, creature, thing, may really disturb you at first. But keep a level head, and you just might come to like the little guy. The Spore Launcher, as the weapons experts like to call it, will sit nicely on your shoulder, wrapping its tail around your arm.

The Spore Launcher will shoot out baseball-sized biological spores at a rapid rate. They travel on a straight trajectory and then explode on contact. Alternate fire allows you to lob a spore-like Grenade that will bounce, then explode after a few seconds. Spores know when they touch other biological creatures and always explode on contact.

SPORE LAUNCHER

■ Location:	Vicarious Reality
■ Alternate Fire:	Spore lob
■ Ammunition:	Spore
■ Damage:	50
■ Capacity:	5
■ Max Carry:	20

SHOCK ROACH

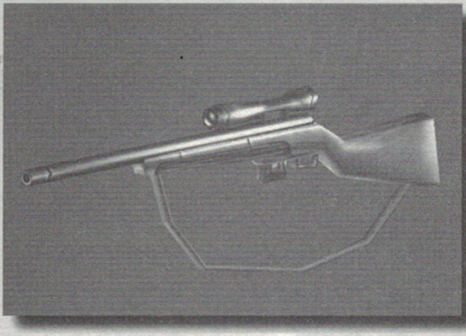
You heard about the Shock Roach earlier in the section about the Shock Trooper. I mentioned that the Roach needs a host to survive. If that host happens to be you, you've got quite a weapon in your hands. It shoots bolts of electricity, then automatically recharges. So this weapon requires no ammunition, only time to rebuild its power.

The bolts of lightning hit a target and shock the nervous system, causing it to overload. This causes the target's cells to explode simultaneously. I've never witnessed this myself, but I imagine it looks just glorious. Many creatures can sustain several shots before they explode, but you'll see their bodies surrounded with electrical interference as they cope with the trauma.

SHOCK ROACH

■ Location Location:	Picked up from Shock Trooper
■ Location Alternate Fire:	N/A
■ Location Ammunition:	N/A
■ Location Damage:	15
■ Location Capacity:	N/A
■ Location Max Carry:	12

M-40A SNIPER RIFLE



The Sniper Rifle is a patient man's weapon. I am not a patient man, so this is not my favorite. But a soldier who can sit still and line up a far-off target will find this weapon his best friend. Take this rifle into a close-combat situation, and you can buy

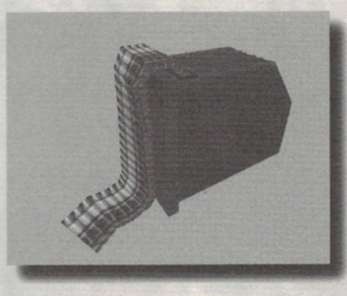
the coffin now because the chamber holds only one round, and the gun takes a while to reload. The alternate fire key allows you to look through the scope and zoom in on a distant target. Many solders forget about the fun side effect of the Sniper Rifle: It can demoralize a foe. Nothing gets more depressing than taking shots from an unknown source.

SNIPER RIFLE

- Location: Foxtrot Uniform
- Alternate Fire: Zoom in
- Ammunition: 762 Clip
- Damage: 100
- Capacity: 5
- Max Carry: 20

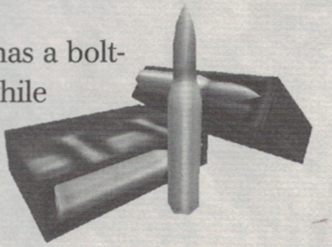
AMMUNITION

.556 BOX



This Ammunition Box carries a belt of rounds for the M-249 SAW. Each belt contains 50 bullets, but the weapon will burn through this quicker than Sergeant Barnes can down a six-pack.

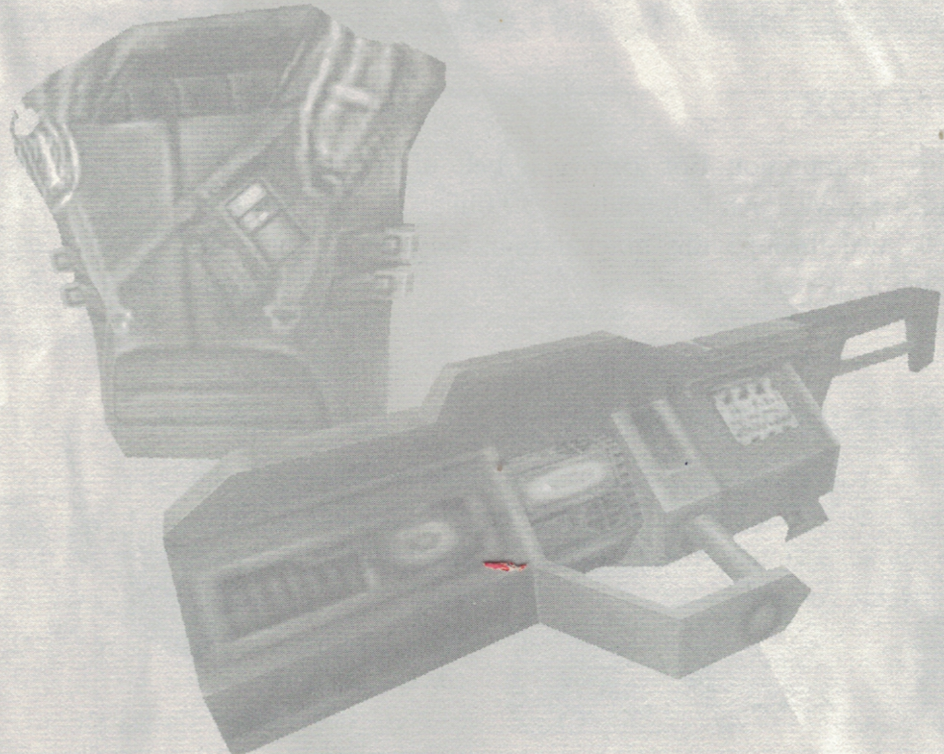
762 CLIP



This clip loads into your M-40a Sniper Rifle. The gun has a bolt-action cycle but can use this five-shot clip. It takes a while to reload, so make sure you keep a full clip in the gun between skirmishes.

SPORE PODS

The alien Spore Launcher can eat and spit these explosive biological bulbs at will. You can carry 20 of these and feed up to five spores at a time to the launcher. If you find a Spore Pod, you can gather the spore and wait nearby as it regrows itself. Each time you find a Spore Pod, you should try to hang around long enough to fill your pockets before you move on. Remember that the Barnacle thinks the Spore Pods would make a good lunch, so you can use them as anchors for the biological grappling hook. By using the Barnacle on a spore, you can lift yourself to otherwise inaccessible locations.



U.S. $19.99 Can. $27.95 U.K. £12.99

Electronic Entertainment

LOOK λLIVE SOLDIER! AND STAY THAT WAY!

STORAG
AREA

- Extensive stats for every military, experimental, and alien weapon
- In-depth walkthroughs for every alien infested level
- Detailed maps of the Black Mesa Research Facility
- Developer's tips for single and multiplayer games
- Essential enemy and item information for your survival

Half-Life is a registered trademark and Opposing Force, Sierra, and Sierra Studios are trademarks of Sierra On-Line, Inc. © 1998-1999 Sierra On-Line, Inc. All rights reserved. Valve and the Valve logo are trademarks of Valve LLC. Trademarks for Gearbox and the Gearbox logo are pending.

ISBN 0-7615-2590-4

9 780761 525905 51999 0 86874 52590 0

PRIMA® GAMES

The Prima Logo and Prima Publishing ® are Registered Trademarks of Prima Communications, Inc.

www.primagames.com

Platform: PC